

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

<https://cfelitetracker.vercel.app>

# Unique solved — aslashkin2010

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

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

Filters: none

Count: 818

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,695 global accepts · Rating: 800 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[aslashkin2010's solution](#)

2.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 800 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[aslashkin2010's solution](#)

3.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,843 global accepts · Rating: 800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math  
[aslashkin2010's solution](#)

4.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,567 global accepts · Rating: 800 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

5.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,763 global accepts · Rating: 800 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[aslashkin2010's solution](#)

6.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,523 global accepts · Rating: 800 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

7.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,100 global accepts · Rating: 800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

8.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,283 global accepts · Rating: 800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[aslashkin2010's solution](#)

9.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,500 global accepts · Rating: 800 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, sortings  
[aslashkin2010's solution](#)

**10.**

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,164 global accepts · Rating: 800 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

**11.**

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,189 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**12.**

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms  
[aslashkin2010's solution](#)

**13.**

2189A

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

Quality: 24,376 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[aslashkin2010's solution](#)

**14.**

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math  
[aslashkin2010's solution](#)

**15.**

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,387 global accepts · Rating: 800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: math  
[aslashkin2010's solution](#)

**16.**

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings  
[aslashkin2010's solution](#)

**17.**

2188A

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

Quality: 25,920 global accepts · Rating: 800 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[aslashkin2010's solution](#)

**18.**

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**19.**

2195A

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

Quality: 35,473 global accepts · Rating: 800 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[aslashkin2010's solution](#)

**20.**

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,870 global accepts · Rating: 800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules  
[aslashkin2010's solution](#)

**21.**

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[aslashkin2010's solution](#)

**22.**

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,433 global accepts · Rating: 800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: math, strings  
[aslashkin2010's solution](#)

**23.**

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,096 global accepts · Rating: 800 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: math  
[aslashkin2010's solution](#)

**24.**

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,724 global accepts · Rating: 800 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

**25.**

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,111 global accepts · Rating: 800 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[aslashkin2010's solution](#)

**26.**

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,127 global accepts · Rating: 800 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

**27.**

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,670 global accepts · Rating: 800 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[aslashkin2010's solution](#)

**28.**

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[aslashkin2010's solution](#)

**29.**

2170A

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

Quality: 19,953 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math  
[aslashkin2010's solution](#)

**30.**

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,906 global accepts · Rating: 800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[aslashkin2010's solution](#)

**31.**

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings  
[aslashkin2010's solution](#)

**32.**

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,842 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings  
[aslashkin2010's solution](#)

**33.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[aslashkin2010's solution](#)

**34.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[aslashkin2010's solution](#)

**35.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[aslashkin2010's solution](#)

**36.**

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**37.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,276 global accepts · Rating: 800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**38.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[aslashkin2010's solution](#)

**39.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
[aslashkin2010's solution](#)

**40.**

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,787 global accepts · Rating: 800 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number theory  
[aslashkin2010's solution](#)

**41.**

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[aslashkin2010's solution](#)

**42.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**43.**

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[aslashkin2010's solution](#)

**44.**

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**45.**

2125A

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

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings  
[aslashkin2010's solution](#)

**46.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,801 global accepts · Rating: 800 · first AC: 2020-09-02 · last AC: 2025-07-20 · Python 3 (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**47.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation  
[aslashkin2010's solution](#)

**48.**

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[aslashkin2010's solution](#)

**49.**

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,107 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[aslashkin2010's solution](#)

**50.**

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**51.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

**52.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[aslashkin2010's solution](#)

**53.**

1702B

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

Quality: 29,307 global accepts · Rating: 800 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

**54.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-04 · last AC: 2025-07-09 · Mono C# (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**55.**

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

**56.**

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: math  
[aslashkin2010's solution](#)

**57.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**58.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: math  
[aslashkin2010's solution](#)

**59.**

2116A

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

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[aslashkin2010's solution](#)

**60.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,216 global accepts · Rating: 800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[aslashkin2010's solution](#)

**61.**

2109A

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

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**62.**

2110A

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

Quality: 29,832 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[aslashkin2010's solution](#)

**63.**

2108A

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

Quality: 22,152 global accepts · Rating: 800 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
[aslashkin2010's solution](#)

**64.**

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[aslashkin2010's solution](#)

**65.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[aslashkin2010's solution](#)

**66.**

2092A

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

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[aslashkin2010's solution](#)

**67.**

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**68.**

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[aslashkin2010's solution](#)

**69.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,546 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[aslashkin2010's solution](#)

**70.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**71.**

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,763 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[aslashkin2010's solution](#)

**72.**

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,325 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[aslashkin2010's solution](#)

**73.**

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[aslashkin2010's solution](#)

**74.**

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[aslashkin2010's solution](#)

**75.**

2067A

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

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

math

[aslashkin2010's solution](#)

**76.**

2065A

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

Quality: 55,644 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[aslashkin2010's solution](#)

**77.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,385 global accepts · Rating: 800 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**78.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,983 global accepts · Rating: 800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[aslashkin2010's solution](#)

**79.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aslashkin2010's solution](#)

**80.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[aslashkin2010's solution](#)

**81.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[aslashkin2010's solution](#)

**82.**

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[aslashkin2010's solution](#)

**83.**

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[aslashkin2010's solution](#)

**84.**

1791A

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

Quality: 80,644 global accepts · Rating: 800 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**85.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,767 global accepts · Rating: 800 · first AC: 2025-01-31 · last AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[aslashkin2010's solution](#)

86.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

87.

2047A

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

Quality: 17,839 global accepts · Rating: 800 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

88.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[aslashkin2010's solution](#)

89.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[aslashkin2010's solution](#)

90.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: math

[aslashkin2010's solution](#)

91.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[aslashkin2010's solution](#)

92.

2060A

[Fibonacciess](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[aslashkin2010's solution](#)

93.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[aslashkin2010's solution](#)

94.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[aslashkin2010's solution](#)

95.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aslashkin2010's solution](#)

96.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[aslashkin2010's solution](#)

**97.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math  
[aslashkin2010's solution](#)

**98.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math  
[aslashkin2010's solution](#)

**99.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[aslashkin2010's solution](#)

**100.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[aslashkin2010's solution](#)

**101.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[aslashkin2010's solution](#)

**102.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,771 global accepts · Rating: 800 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[aslashkin2010's solution](#)

**103.**

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

**104.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
[aslashkin2010's solution](#)

**105.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,218 global accepts · Rating: 800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[aslashkin2010's solution](#)

**106.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[aslashkin2010's solution](#)

**107.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**108.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[aslashkin2010's solution](#)

**109.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,269 global accepts · Rating: 800 · first AC: 2024-12-14 · Python 3 (first AC) · Tags: brute force, implementation, strings  
[aslashkin2010's solution](#)

**110.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[aslashkin2010's solution](#)

**111.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[aslashkin2010's solution](#)

**112.**

2037B

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

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[aslashkin2010's solution](#)

**113.**

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**114.**

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math  
[aslashkin2010's solution](#)

**115.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math  
[aslashkin2010's solution](#)

**116.**

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[aslashkin2010's solution](#)

**117.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[aslashkin2010's solution](#)

**118.**

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
[aslashkin2010's solution](#)

**119.**

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[aslashkin2010's solution](#)

**120.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy  
[aslashkin2010's solution](#)

**121.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[aslashkin2010's solution](#)

**122.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings  
[aslashkin2010's solution](#)

**123.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[aslashkin2010's solution](#)

**124.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**125.**

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[aslashkin2010's solution](#)

**126.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,195 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[aslashkin2010's solution](#)

**127.**

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation  
[aslashkin2010's solution](#)

**128.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,818 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[aslashkin2010's solution](#)

**129.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[aslashkin2010's solution](#)

**130.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**131.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[aslashkin2010's solution](#)

**132.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,707 global accepts · Rating: 800 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[aslashkin2010's solution](#)

**133.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,154 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[aslashkin2010's solution](#)

**134.**

1899A

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

Quality: 92,824 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory  
[aslashkin2010's solution](#)

**135.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[aslashkin2010's solution](#)

**136.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[aslashkin2010's solution](#)

**137.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
[aslashkin2010's solution](#)

**138.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,479 global accepts · Rating: 800 · first AC: 2023-04-06 · Python 3 (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**139.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[aslashkin2010's solution](#)

**140.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-03-21 · Python 3 (first AC) · Tags: greedy, implementation, strings  
[aslashkin2010's solution](#)

**141.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · Python 3 (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

**142.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,754 global accepts · Rating: 800 · first AC: 2023-03-19 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**143.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · Python 3 (first AC) · Tags: geometry, greedy, math  
[aslashkin2010's solution](#)

**144.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · Python 3 (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**145.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · Python 3 (first AC) · Tags: strings  
[aslashkin2010's solution](#)

**146.**

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,485 global accepts · Rating: 800 · first AC: 2022-04-27 · Mono C# (first AC) · Tags: greedy, implementation, math  
[aslashkin2010's solution](#)

**147.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,569 global accepts · Rating: 800 · first AC: 2022-04-21 · Mono C# (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**148.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,555 global accepts · Rating: 800 · first AC: 2022-04-21 · Mono C# (first AC) · Tags: implementation, sortings  
[aslashkin2010's solution](#)

**149.**

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · Mono C# (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**150.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,238 global accepts · Rating: 800 · first AC: 2022-04-15 · Mono C# (first AC) · Tags: brute force, implementation

[aslashkin2010's solution](#)

**151.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-04-15 · Mono C# (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[aslashkin2010's solution](#)

**152.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2022-04-12 · Mono C# (first AC) · Tags: math

[aslashkin2010's solution](#)

**153.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-11 · Mono C# (first AC) · Tags: constructive algorithms, math

[aslashkin2010's solution](#)

**154.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-05 · Mono C# (first AC) · Tags: math

[aslashkin2010's solution](#)

**155.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-04-04 · Mono C# (first AC) · Tags: math, sortings

[aslashkin2010's solution](#)

**156.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-24 · Mono C# (first AC) · Tags: strings

[aslashkin2010's solution](#)

**157.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2022-03-22 · Mono C# (first AC) · Tags: brute force, implementation

[aslashkin2010's solution](#)

**158.**

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-21 · Mono C# (first AC) · Tags: brute force, greedy, implementation, sortings

[aslashkin2010's solution](#)

**159.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-18 · Mono C# (first AC) · Tags: math

[aslashkin2010's solution](#)

**160.**

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,312 global accepts · Rating: 800 · first AC: 2022-03-16 · Mono C# (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**161.**

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-03-14 · Mono C# (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**162.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-13 · Mono C# (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**163.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-12 · Mono C# (first AC) · Tags: constructive algorithms, greedy

[aslashkin2010's solution](#)

**164.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-11 · Mono C# (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**165.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2022-03-02 · Mono C# (first AC) · Tags: brute force, math, number theory

[aslashkin2010's solution](#)

**166.**

1385B

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

Quality: 39,593 global accepts · Rating: 800 · first AC: 2022-03-01 · Mono C# (first AC) · Tags: greedy

[aslashkin2010's solution](#)

**167.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,774 global accepts · Rating: 800 · first AC: 2022-02-28 · Mono C# (first AC) · Tags: expression parsing, implementation

[aslashkin2010's solution](#)

**168.**

1624A

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

Quality: 60,287 global accepts · Rating: 800 · first AC: 2022-02-25 · Mono C# (first AC) · Tags: math

[aslashkin2010's solution](#)

**169.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,492 global accepts · Rating: 800 · first AC: 2022-02-24 · Mono C# (first AC) · Tags: greedy, implementation, math, number theory

[aslashkin2010's solution](#)

**170.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-22 · Mono C# (first AC) · Tags: constructive algorithms, greedy, math

[aslashkin2010's solution](#)

**171.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,731 global accepts · Rating: 800 · first AC: 2022-02-21 · Mono C# (first AC) · Tags: greedy, sortings

[aslashkin2010's solution](#)

**172.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,584 global accepts · Rating: 800 · first AC: 2021-01-23 · last AC: 2022-02-17 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**173.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,313 global accepts · Rating: 800 · first AC: 2020-06-09 · last AC: 2022-02-15 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**174.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,454 global accepts · Rating: 800 · first AC: 2021-02-01 · last AC: 2022-02-14 · Python 3 (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**175.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,580 global accepts · Rating: 800 · first AC: 2021-01-25 · last AC: 2022-02-13 · Python 3 (first AC) · Tags: implementation, strings  
[aslashkin2010's solution](#)

**176.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,806 global accepts · Rating: 800 · first AC: 2021-01-22 · last AC: 2022-02-13 · Python 3 (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**177.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,969 global accepts · Rating: 800 · first AC: 2021-12-09 · MS C++ 2017 (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**178.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,574 global accepts · Rating: 800 · first AC: 2021-12-08 · MS C++ 2017 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**179.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-12-07 · MS C++ 2017 (first AC) · Tags: brute force, implementation  
[aslashkin2010's solution](#)

**180.**

1374A

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

Quality: 64,193 global accepts · Rating: 800 · first AC: 2021-11-18 · MS C++ 2017 (first AC) · Tags: math  
[aslashkin2010's solution](#)

**181.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,785 global accepts · Rating: 800 · first AC: 2021-11-18 · MS C++ 2017 (first AC) · Tags: math, number theory  
[aslashkin2010's solution](#)

**182.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,692 global accepts · Rating: 800 · first AC: 2021-11-18 · MS C++ 2017 (first AC) · Tags: math, probabilities  
[aslashkin2010's solution](#)

**183.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,306 global accepts · Rating: 800 · first AC: 2021-11-17 · MS C++ 2017 (first AC) · Tags: math

[aslashkin2010's solution](#)

**184.**

1385A

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

Quality: 43,350 global accepts · Rating: 800 · first AC: 2021-11-12 · MS C++ 2017 (first AC) · Tags: math

[aslashkin2010's solution](#)

**185.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2021-11-12 · MS C++ 2017 (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**186.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2021-11-12 · MS C++ 2017 (first AC) · Tags: math

[aslashkin2010's solution](#)

**187.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,546 global accepts · Rating: 800 · first AC: 2021-11-12 · MS C++ 2017 (first AC) · Tags: number theory

[aslashkin2010's solution](#)

**188.**

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2021-11-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, probabilities

[aslashkin2010's solution](#)

**189.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2021-11-11 · MS C++ 2017 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**190.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-10 · Python 3 (first AC) · Tags: brute force, dfs and similar, dp, implementation

[aslashkin2010's solution](#)

**191.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · Python 3 (first AC) · Tags: binary search, greedy, math, sortings

[aslashkin2010's solution](#)

**192.**

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · Python 3 (first AC) · Tags: math, strings

[aslashkin2010's solution](#)

**193.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,127 global accepts · Rating: 800 · first AC: 2021-09-21 · last AC: 2021-09-25 · Python 3 (first AC) · Tags: brute force, implementation

[aslashkin2010's solution](#)

**194.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-09-22 · last AC: 2021-09-25 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[aslashkin2010's solution](#)

**195.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,519 global accepts · Rating: 800 · first AC: 2021-09-21 · last AC: 2021-09-24 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**196.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-09-22 · last AC: 2021-09-24 · Python 3 (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

**197.**

1551A

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

Quality: 58,366 global accepts · Rating: 800 · first AC: 2021-09-22 · last AC: 2021-09-24 · Python 3 (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**198.**

1499A

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

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-09-21 · last AC: 2021-09-22 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, math  
[aslashkin2010's solution](#)

**199.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-09-21 · last AC: 2021-09-21 · Python 3 (first AC) · Tags: constructive algorithms, strings  
[aslashkin2010's solution](#)

**200.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-09-21 · last AC: 2021-09-21 · Python 3 (first AC) · Tags: constructive algorithms  
[aslashkin2010's solution](#)

**201.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · Python 3 (first AC) · Tags: constructive algorithms  
[aslashkin2010's solution](#)

**202.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-09-18 · Python 3 (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

**203.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-09-13 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy  
[aslashkin2010's solution](#)

**204.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[aslashkin2010's solution](#)

**205.**

1566A

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

Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-12 · Python 3 (first AC) · Tags: binary search, greedy, math  
[aslashkin2010's solution](#)

**206.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-09-10 · MS C++ 2017 (first AC) · Tags: math  
[aslashkin2010's solution](#)

**207.**

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**208.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · Python 3 (first AC) · Tags: implementation, strings  
[aslashkin2010's solution](#)

**209.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · Python 3 (first AC) · Tags: math  
[aslashkin2010's solution](#)

**210.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-27 · Python 3 (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**211.**

1561A

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

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · Python 3 (first AC) · Tags: brute force, implementation, sortings  
[aslashkin2010's solution](#)

**212.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,846 global accepts · Rating: 800 · first AC: 2021-08-24 · Python 3 (first AC) · Tags: greedy, implementation, two pointers  
[aslashkin2010's solution](#)

**213.**

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 800 · first AC: 2021-08-24 · Python 3 (first AC) · Tags: greedy, implementation, math  
[aslashkin2010's solution](#)

**214.**

1472A

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

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-08-24 · Python 3 (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**215.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,962 global accepts · Rating: 800 · first AC: 2021-08-24 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**216.**

1353A

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

Quality: 44,591 global accepts · Rating: 800 · first AC: 2021-08-23 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[aslashkin2010's solution](#)

**217.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2021-08-23 · Python 3 (first AC) · Tags: math

[aslashkin2010's solution](#)

**218.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,101 global accepts · Rating: 800 · first AC: 2021-08-22 · Python 3 (first AC) · Tags: greedy, implementation, math, number theory

[aslashkin2010's solution](#)

**219.**

1433A

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

Quality: 62,661 global accepts · Rating: 800 · first AC: 2021-08-22 · Python 3 (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**220.**

1348A

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

Quality: 42,856 global accepts · Rating: 800 · first AC: 2021-08-22 · Python 3 (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**221.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,597 global accepts · Rating: 800 · first AC: 2021-08-22 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**222.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2021-08-21 · Python 3 (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**223.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,956 global accepts · Rating: 800 · first AC: 2021-08-21 · Python 3 (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**224.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,037 global accepts · Rating: 800 · first AC: 2021-08-21 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[aslashkin2010's solution](#)

**225.**

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,316 global accepts · Rating: 800 · first AC: 2021-08-06 · Python 3 (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**226.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,079 global accepts · Rating: 800 · first AC: 2021-08-06 · Python 3 (first AC) · Tags: math

[aslashkin2010's solution](#)

**227.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,513 global accepts · Rating: 800 · first AC: 2021-08-05 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[aslashkin2010's solution](#)

**228.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,735 global accepts · Rating: 800 · first AC: 2021-08-04 · Python 3 (first AC) · Tags: implementation, math, sortings

[aslashkin2010's solution](#)

**229.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2021-08-03 · Python 3 (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**230.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,251 global accepts · Rating: 800 · first AC: 2021-07-01 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**231.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2021-07-01 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[aslashkin2010's solution](#)

**232.**

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,442 global accepts · Rating: 800 · first AC: 2021-06-29 · Python 3 (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**233.**

1352A

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

Quality: 104,155 global accepts · Rating: 800 · first AC: 2021-06-29 · Python 3 (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**234.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2021-06-22 · Python 3 (first AC) · Tags: greedy, sortings

[aslashkin2010's solution](#)

**235.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,973 global accepts · Rating: 800 · first AC: 2021-06-22 · Python 3 (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**236.**

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,681 global accepts · Rating: 800 · first AC: 2021-06-22 · Python 3 (first AC) · Tags: brute force

[aslashkin2010's solution](#)

**237.**

750A

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

Quality: 92,568 global accepts · Rating: 800 · first AC: 2021-06-21 · Python 3 (first AC) · Tags: binary search, brute force, implementation, math

[aslashkin2010's solution](#)

**238.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,955 global accepts · Rating: 800 · first AC: 2021-06-21 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**239.**

1335A

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

Quality: 104,818 global accepts · Rating: 800 · first AC: 2021-06-10 · Python 3 (first AC) · Tags: math

[aslashkin2010's solution](#)

**240.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2021-06-10 · Python 3 (first AC) · Tags: dp, greedy

[aslashkin2010's solution](#)

**241.**

785A

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

Quality: 110,982 global accepts · Rating: 800 · first AC: 2021-06-10 · Python 3 (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**242.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,561 global accepts · Rating: 800 · first AC: 2021-06-09 · Python 3 (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**243.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,232 global accepts · Rating: 800 · first AC: 2021-06-09 · Python 3 (first AC) · Tags: brute force

[aslashkin2010's solution](#)

**244.**

1328A

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

Quality: 131,934 global accepts · Rating: 800 · first AC: 2021-06-04 · Python 3 (first AC) · Tags: math

[aslashkin2010's solution](#)

**245.**

443A

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

Quality: 112,095 global accepts · Rating: 800 · first AC: 2021-06-03 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[aslashkin2010's solution](#)

**246.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,843 global accepts · Rating: 800 · first AC: 2021-06-03 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**247.**

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,227 global accepts · Rating: 800 · first AC: 2021-05-30 · Python 3 (first AC) · Tags: greedy, implementation

[aslashkin2010's solution](#)

**248.**

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2021-05-16 · Python 3 (first AC) · Tags: brute force, implementation

[aslashkin2010's solution](#)

**249.**

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · Python 3 (first AC) · Tags: math

[aslashkin2010's solution](#)

**250.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · Python 3 (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**251.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · Python 3 (first AC) · Tags: greedy

[aslashkin2010's solution](#)

**252.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 800 · first AC: 2021-04-16 · Python 3 (first AC) · Tags: constructive algorithms

[aslashkin2010's solution](#)

**253.**

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-12 · Python 3 (first AC) · Tags: greedy

[aslashkin2010's solution](#)

**254.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[aslashkin2010's solution](#)

**255.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-16 · Python 3 (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**256.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,235 global accepts · Rating: 800 · first AC: 2021-02-10 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**257.**

486A

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

Quality: 154,176 global accepts · Rating: 800 · first AC: 2021-02-10 · Python 3 (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**258.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,129 global accepts · Rating: 800 · first AC: 2021-02-10 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**259.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2021-02-10 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**260.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,368 global accepts · Rating: 800 · first AC: 2021-02-10 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**261.**

1478A

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

Quality: 28,015 global accepts · Rating: 800 · first AC: 2021-02-08 · Python 3 (first AC) · Tags: brute force, greedy  
[aslashkin2010's solution](#)

**262.**

1480A

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

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · Python 3 (first AC) · Tags: games, greedy, strings  
[aslashkin2010's solution](#)

**263.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,937 global accepts · Rating: 800 · first AC: 2021-02-03 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math  
[aslashkin2010's solution](#)

**264.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,853 global accepts · Rating: 800 · first AC: 2021-02-03 · Python 3 (first AC) · Tags: dp, greedy, math  
[aslashkin2010's solution](#)

**265.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2021-02-02 · Python 3 (first AC) · Tags: greedy, implementation  
[aslashkin2010's solution](#)

**266.**

1325B

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

Quality: 38,827 global accepts · Rating: 800 · first AC: 2021-02-02 · Python 3 (first AC) · Tags: greedy, implementation  
[aslashkin2010's solution](#)

**267.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2021-02-01 · Python 3 (first AC) · Tags: greedy  
[aslashkin2010's solution](#)

**268.**

1353B

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

Quality: 58,133 global accepts · Rating: 800 · first AC: 2021-02-01 · Python 3 (first AC) · Tags: greedy, sortings  
[aslashkin2010's solution](#)

**269.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,155 global accepts · Rating: 800 · first AC: 2021-02-01 · Python 3 (first AC) · Tags: constructive algorithms, math  
[aslashkin2010's solution](#)

**270.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,570 global accepts · Rating: 800 · first AC: 2021-01-31 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**271.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,685 global accepts · Rating: 800 · first AC: 2021-01-27 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**272.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,977 global accepts · Rating: 800 · first AC: 2021-01-27 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**273.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2021-01-25 · Python 3 (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**274.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,540 global accepts · Rating: 800 · first AC: 2021-01-25 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**275.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,118 global accepts · Rating: 800 · first AC: 2021-01-24 · Python 3 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[aslashkin2010's solution](#)

**276.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,207 global accepts · Rating: 800 · first AC: 2021-01-24 · Python 3 (first AC) · Tags: math

[aslashkin2010's solution](#)

**277.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,998 global accepts · Rating: 800 · first AC: 2021-01-23 · Python 3 (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**278.**

977A

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

Quality: 217,543 global accepts · Rating: 800 · first AC: 2021-01-23 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**279.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,265 global accepts · Rating: 800 · first AC: 2021-01-23 · Python 3 (first AC) · Tags: brute force, implementation, math

[aslashkin2010's solution](#)

**280.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,636 global accepts · Rating: 800 · first AC: 2021-01-23 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**281.**

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,057 global accepts · Rating: 800 · first AC: 2021-01-22 · Python 3 (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**282.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,442 global accepts · Rating: 800 · first AC: 2021-01-22 · Python 3 (first AC) · Tags: greedy, implementation, sortings, strings

[aslashkin2010's solution](#)

**283.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,095 global accepts · Rating: 800 · first AC: 2021-01-22 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**284.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,399 global accepts · Rating: 800 · first AC: 2021-01-22 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**285.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,557 global accepts · Rating: 800 · first AC: 2021-01-22 · Python 3 (first AC) · Tags: \*special, implementation

[aslashkin2010's solution](#)

**286.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,379 global accepts · Rating: 800 · first AC: 2021-01-22 · Python 3 (first AC) · Tags: brute force, greedy

[aslashkin2010's solution](#)

**287.**

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2021-01-21 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**288.**

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2021-01-18 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**289.**

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,398 global accepts · Rating: 800 · first AC: 2020-11-25 · Python 3 (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**290.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,116 global accepts · Rating: 800 · first AC: 2020-11-11 · Python 3 (first AC) · Tags: brute force, implementation, strings

[aslashkin2010's solution](#)

**291.**

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2020-09-06 · Python 3 (first AC) · Tags: \*special, brute force, implementation

[aslashkin2010's solution](#)

**292.**

177A1

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

Quality: 11,502 global accepts · Rating: 800 · first AC: 2020-09-06 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**293.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,420 global accepts · Rating: 800 · first AC: 2020-09-02 · Python 3 (first AC) · Tags: implementation, sortings, strings

[aslashkin2010's solution](#)

**294.**

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 800 · first AC: 2020-08-19 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**295.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,440 global accepts · Rating: 800 · first AC: 2020-08-19 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**296.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,420 global accepts · Rating: 800 · first AC: 2020-08-19 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[aslashkin2010's solution](#)

**297.**

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,325 global accepts · Rating: 800 · first AC: 2020-08-03 · Python 3 (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**298.**

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,178 global accepts · Rating: 800 · first AC: 2020-06-30 · Python 3 (first AC) · Tags: brute force, math

[aslashkin2010's solution](#)

**299.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2020-06-29 · Python 3 (first AC) · Tags: brute force, implementation

[aslashkin2010's solution](#)

**300.**

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2020-06-25 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**301.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2020-06-24 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**302.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,692 global accepts · Rating: 800 · first AC: 2020-06-23 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**303.**

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2020-06-21 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**304.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2020-06-14 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**305.**

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 800 · first AC: 2020-06-14 · Python 3 (first AC) · Tags: brute force

[aslashkin2010's solution](#)

**306.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,776 global accepts · Rating: 800 · first AC: 2020-06-06 · Python 3 (first AC) · Tags: brute force

[aslashkin2010's solution](#)

**307.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,396 global accepts · Rating: 800 · first AC: 2020-06-04 · Python 3 (first AC) · Tags: strings

[aslashkin2010's solution](#)

**308.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,056 global accepts · Rating: 800 · first AC: 2020-06-03 · Python 3 (first AC) · Tags: brute force, math

[aslashkin2010's solution](#)

**309.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,410 global accepts · Rating: 900 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aslashkin2010's solution](#)

**310.**

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,574 global accepts · Rating: 900 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[aslashkin2010's solution](#)

**311.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,744 global accepts · Rating: 900 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[aslashkin2010's solution](#)

**312.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,881 global accepts · Rating: 900 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[aslashkin2010's solution](#)

**313.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 29,002 global accepts · Rating: 900 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[aslashkin2010's solution](#)

**314.**

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,126 global accepts · Rating: 900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: math

[aslashkin2010's solution](#)

**315.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-09-18 · last AC: 2025-07-26 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[aslashkin2010's solution](#)

**316.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[aslashkin2010's solution](#)

**317.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,371 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[aslashkin2010's solution](#)

**318.**

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**319.**

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[aslashkin2010's solution](#)

**320.**

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,497 global accepts · Rating: 900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**321.**

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**322.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,506 global accepts · Rating: 900 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**323.**

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,346 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[aslashkin2010's solution](#)

**324.**

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[aslashkin2010's solution](#)

**325.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,470 global accepts · Rating: 900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[aslashkin2010's solution](#)

**326.**

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[aslashkin2010's solution](#)

**327.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers  
[aslashkin2010's solution](#)

**328.**

2005A

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

Quality: 26,250 global accepts · Rating: 900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[aslashkin2010's solution](#)

**329.**

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[aslashkin2010's solution](#)

**330.**

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[aslashkin2010's solution](#)

**331.**

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[aslashkin2010's solution](#)

**332.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,606 global accepts · Rating: 900 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**333.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[aslashkin2010's solution](#)

**334.**

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[aslashkin2010's solution](#)

**335.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · Python 3 (first AC) · Tags: constructive algorithms, greedy  
[aslashkin2010's solution](#)

**336.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,893 global accepts · Rating: 900 · first AC: 2023-03-04 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math  
[aslashkin2010's solution](#)

**337.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,223 global accepts · Rating: 900 · first AC: 2023-03-03 · Python 3 (first AC) · Tags: math

[aslashkin2010's solution](#)

**338.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-20 · Mono C# (first AC) · Tags: greedy, math, sortings

[aslashkin2010's solution](#)

**339.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,398 global accepts · Rating: 900 · first AC: 2022-04-07 · Mono C# (first AC) · Tags: brute force, math

[aslashkin2010's solution](#)

**340.**

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,055 global accepts · Rating: 900 · first AC: 2022-03-19 · Mono C# (first AC) · Tags: implementation, number theory

[aslashkin2010's solution](#)

**341.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2022-03-17 · Mono C# (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**342.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2022-03-10 · Mono C# (first AC) · Tags: greedy

[aslashkin2010's solution](#)

**343.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,502 global accepts · Rating: 900 · first AC: 2022-03-09 · Mono C# (first AC) · Tags: greedy, implementation, sortings

[aslashkin2010's solution](#)

**344.**

580A

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

Quality: 104,711 global accepts · Rating: 900 · first AC: 2022-03-04 · Mono C# (first AC) · Tags: brute force, dp, implementation

[aslashkin2010's solution](#)

**345.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2020-06-08 · last AC: 2022-02-07 · Python 3 (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**346.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-17 · MS C++ 2017 (first AC) · Tags: math

[aslashkin2010's solution](#)

**347.**

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2021-11-17 · MS C++ 2017 (first AC) · Tags: math, number theory

[aslashkin2010's solution](#)

**348.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2021-05-31 · Python 3 (first AC) · Tags: math

[aslashkin2010's solution](#)

**349.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · Python 3 (first AC) · Tags: greedy, implementation

[aslashkin2010's solution](#)

**350.**

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-02-01 · Python 3 (first AC) · Tags: brute force, dp, math

[aslashkin2010's solution](#)

**351.**

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,545 global accepts · Rating: 900 · first AC: 2020-12-09 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**352.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,367 global accepts · Rating: 900 · first AC: 2020-12-04 · Python 3 (first AC) · Tags: dfs and similar, graphs, trees

[aslashkin2010's solution](#)

**353.**

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,441 global accepts · Rating: 900 · first AC: 2020-11-25 · Python 3 (first AC) · Tags: brute force, implementation

[aslashkin2010's solution](#)

**354.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2020-10-29 · Python 3 (first AC) · Tags: strings

[aslashkin2010's solution](#)

**355.**

205A

[Little Elephant and Rozdil](#) · [Tutorial](#)

Quality: 25,230 global accepts · Rating: 900 · first AC: 2020-10-26 · Python 3 (first AC) · Tags: brute force, implementation

[aslashkin2010's solution](#)

**356.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,762 global accepts · Rating: 900 · first AC: 2020-09-04 · Python 3 (first AC) · Tags: greedy, sortings

[aslashkin2010's solution](#)

**357.**

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2020-09-02 · Python 3 (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**358.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2020-08-27 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[aslashkin2010's solution](#)

**359.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2020-08-11 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**360.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2020-08-08 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**361.**

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2020-06-26 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**362.**

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2020-06-20 · Python 3 (first AC) · Tags: implementation, schedules

[aslashkin2010's solution](#)

**363.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,785 global accepts · Rating: 900 · first AC: 2020-06-13 · Python 3 (first AC) · Tags: number theory

[aslashkin2010's solution](#)

**364.**

2217B

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

Quality: 16,092 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[aslashkin2010's solution](#)

**365.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1000 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[aslashkin2010's solution](#)

**366.**

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[aslashkin2010's solution](#)

**367.**

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[aslashkin2010's solution](#)

**368.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aslashkin2010's solution](#)

**369.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-18 · last AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[aslashkin2010's solution](#)

**370.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,734 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[aslashkin2010's solution](#)

**371.**

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,922 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings  
[aslashkin2010's solution](#)

**372.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[aslashkin2010's solution](#)

**373.**

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[aslashkin2010's solution](#)

**374.**

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[aslashkin2010's solution](#)

**375.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**376.**

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures  
[aslashkin2010's solution](#)

**377.**

864B

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

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[aslashkin2010's solution](#)

**378.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[aslashkin2010's solution](#)

**379.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[aslashkin2010's solution](#)

**380.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[aslashkin2010's solution](#)

**381.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,824 global accepts · Rating: 1000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

implementation, math

[aslashkin2010's solution](#)

**382.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[aslashkin2010's solution](#)

**383.**

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aslashkin2010's solution](#)

**384.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-14 · last AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[aslashkin2010's solution](#)

**385.**

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[aslashkin2010's solution](#)

**386.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aslashkin2010's solution](#)

**387.**

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[aslashkin2010's solution](#)

**388.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[aslashkin2010's solution](#)

**389.**

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[aslashkin2010's solution](#)

**390.**

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[aslashkin2010's solution](#)

**391.**

1907B

[YetanotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[aslashkin2010's solution](#)

**392.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[aslashkin2010's solution](#)

**393.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-27 · Python 3 (first AC) · Tags: brute force, data structures, greedy, implementation

[aslashkin2010's solution](#)

**394.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,971 global accepts · Rating: 1000 · first AC: 2022-04-20 · Mono C# (first AC) · Tags: constructive algorithms, greedy, implementation, math

[aslashkin2010's solution](#)

**395.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,950 global accepts · Rating: 1000 · first AC: 2022-04-06 · Mono C# (first AC) · Tags: bitmasks

[aslashkin2010's solution](#)

**396.**

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2022-03-15 · Mono C# (first AC) · Tags: dfs and similar, graphs, implementation

[aslashkin2010's solution](#)

**397.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,828 global accepts · Rating: 1000 · first AC: 2021-02-04 · last AC: 2022-02-16 · Python 3 (first AC) · Tags: brute force, number theory

[aslashkin2010's solution](#)

**398.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2020-06-12 · last AC: 2022-02-11 · Python 3 (first AC) · Tags: greedy, strings

[aslashkin2010's solution](#)

**399.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,416 global accepts · Rating: 1000 · first AC: 2021-02-04 · last AC: 2022-02-10 · Python 3 (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**400.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,307 global accepts · Rating: 1000 · first AC: 2020-06-13 · last AC: 2022-02-09 · Python 3 (first AC) · Tags: math

[aslashkin2010's solution](#)

**401.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2020-06-12 · last AC: 2022-02-08 · Python 3 (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**402.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-13 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[aslashkin2010's solution](#)

**403.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-09-10 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math, number theory  
[aslashkin2010's solution](#)

**404.**

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-27 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[aslashkin2010's solution](#)

**405.**

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2021-04-20 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**406.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2021-04-16 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**407.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2021-04-09 · Python 3 (first AC) · Tags: math  
[aslashkin2010's solution](#)

**408.**

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2021-04-09 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**409.**

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2021-04-07 · Python 3 (first AC) · Tags: math  
[aslashkin2010's solution](#)

**410.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2021-04-06 · Python 3 (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**411.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2021-04-04 · Python 3 (first AC) · Tags: brute force, greedy, math  
[aslashkin2010's solution](#)

**412.**

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,995 global accepts · Rating: 1000 · first AC: 2021-04-04 · Python 3 (first AC) · Tags: implementation, math, number theory  
[aslashkin2010's solution](#)

**413.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,620 global accepts · Rating: 1000 · first AC: 2021-04-03 · Python 3 (first AC) · Tags: math

[aslashkin2010's solution](#)

**414.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,390 global accepts · Rating: 1000 · first AC: 2021-02-24 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**415.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,514 global accepts · Rating: 1000 · first AC: 2021-02-24 · Python 3 (first AC) · Tags: greedy, sortings

[aslashkin2010's solution](#)

**416.**

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math

[aslashkin2010's solution](#)

**417.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,301 global accepts · Rating: 1000 · first AC: 2021-02-09 · Python 3 (first AC) · Tags: brute force, math

[aslashkin2010's solution](#)

**418.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2021-02-05 · Python 3 (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**419.**

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2020-12-09 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**420.**

389A

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

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2020-12-09 · Python 3 (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**421.**

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2020-11-25 · Python 3 (first AC) · Tags: brute force, implementation

[aslashkin2010's solution](#)

**422.**

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2020-11-12 · Python 3 (first AC) · Tags: sortings

[aslashkin2010's solution](#)

**423.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2020-11-10 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**424.**

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,804 global accepts · Rating: 1000 · first AC: 2020-11-01 · Python 3 (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**425.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2020-10-30 · last AC: 2020-10-30 · Python 3 (first AC) · Tags: implementation, strings  
[aslashkin2010's solution](#)

**426.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,279 global accepts · Rating: 1000 · first AC: 2020-09-04 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**427.**

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2020-08-19 · Python 3 (first AC) · Tags: brute force, math  
[aslashkin2010's solution](#)

**428.**

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,515 global accepts · Rating: 1000 · first AC: 2020-08-11 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**429.**

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2020-08-08 · Python 3 (first AC) · Tags: brute force, implementation, math  
[aslashkin2010's solution](#)

**430.**

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2020-08-05 · Python 3 (first AC) · Tags: implementation, strings  
[aslashkin2010's solution](#)

**431.**

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2020-08-05 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**432.**

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,584 global accepts · Rating: 1000 · first AC: 2020-06-24 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**433.**

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2020-06-20 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**434.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2020-06-20 · Python 3 (first AC) · Tags: greedy, shortest paths  
[aslashkin2010's solution](#)

**435.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,693 global accepts · Rating: 1000 · first AC: 2020-06-20 · Python 3 (first AC) · Tags: sortings

[aslashkin2010's solution](#)

**436.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2020-06-13 · Python 3 (first AC) · Tags: brute force, implementation, strings

[aslashkin2010's solution](#)

**437.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,178 global accepts · Rating: 1000 · first AC: 2020-06-12 · Python 3 (first AC) · Tags: strings

[aslashkin2010's solution](#)

**438.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 1100 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[aslashkin2010's solution](#)

**439.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,653 global accepts · Rating: 1100 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[aslashkin2010's solution](#)

**440.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,581 global accepts · Rating: 1100 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[aslashkin2010's solution](#)

**441.**

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[aslashkin2010's solution](#)

**442.**

2197B

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

Quality: 15,905 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, schedules, sortings, two pointers

[aslashkin2010's solution](#)

**443.**

2179C

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

Quality: 22,308 global accepts · Rating: 1100 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings

[aslashkin2010's solution](#)

**444.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[aslashkin2010's solution](#)

**445.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,116 global accepts · Rating: 1100 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[aslashkin2010's solution](#)

**446.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: math, strings, two pointers

[aslashkin2010's solution](#)

**447.**

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**448.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[aslashkin2010's solution](#)

**449.**

2125C

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

Quality: 22,755 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[aslashkin2010's solution](#)

**450.**

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aslashkin2010's solution](#)

**451.**

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[aslashkin2010's solution](#)

**452.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[aslashkin2010's solution](#)

**453.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[aslashkin2010's solution](#)

**454.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[aslashkin2010's solution](#)

**455.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[aslashkin2010's solution](#)

**456.**

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**457.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[aslashkin2010's solution](#)

**458.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[aslashkin2010's solution](#)

**459.**

2078B

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

Quality: 18,320 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[aslashkin2010's solution](#)

**460.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[aslashkin2010's solution](#)

**461.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[aslashkin2010's solution](#)

**462.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[aslashkin2010's solution](#)

**463.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[aslashkin2010's solution](#)

**464.**

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[aslashkin2010's solution](#)

**465.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[aslashkin2010's solution](#)

**466.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[aslashkin2010's solution](#)

**467.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[aslashkin2010's solution](#)

**468.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2022-03-03 · Mono C# (first AC) · Tags: \*special, greedy, implementation

[aslashkin2010's solution](#)

**469.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-25 · Python 3 (first AC) · Tags: greedy

[aslashkin2010's solution](#)

**470.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,832 global accepts · Rating: 1100 · first AC: 2021-04-09 · Python 3 (first AC) · Tags: geometry, implementation, math

[aslashkin2010's solution](#)

**471.**

706B

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

Quality: 84,488 global accepts · Rating: 1100 · first AC: 2021-04-06 · Python 3 (first AC) · Tags: binary search, dp, implementation

[aslashkin2010's solution](#)

**472.**

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2020-12-01 · Python 3 (first AC) · Tags: graphs, math, shortest paths

[aslashkin2010's solution](#)

**473.**

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2020-11-18 · Python 3 (first AC) · Tags: implementation, strings

[aslashkin2010's solution](#)

**474.**

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,509 global accepts · Rating: 1100 · first AC: 2020-11-15 · Python 3 (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**475.**

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2020-11-09 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**476.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,247 global accepts · Rating: 1100 · first AC: 2020-11-09 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[aslashkin2010's solution](#)

**477.**

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2020-11-06 · Python 3 (first AC) · Tags: brute force, geometry, math

[aslashkin2010's solution](#)

**478.**

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2020-09-06 · Python 3 (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**479.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,008 global accepts · Rating: 1100 · first AC: 2020-09-03 · Python 3 (first AC) · Tags: binary search, implementation, sortings

[aslashkin2010's solution](#)

**480.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aslashkin2010's solution](#)

**481.**

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,827 global accepts · Rating: 1200 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[aslashkin2010's solution](#)

**482.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aslashkin2010's solution](#)

**483.**

2202B

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

Quality: 11,156 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[aslashkin2010's solution](#)

**484.**

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[aslashkin2010's solution](#)

**485.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[aslashkin2010's solution](#)

**486.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**487.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**488.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[aslashkin2010's solution](#)

**489.**

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[aslashkin2010's solution](#)

**490.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: math  
[aslashkin2010's solution](#)

**491.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
[aslashkin2010's solution](#)

**492.**

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**493.**

2123D

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

Quality: 21,893 global accepts · Rating: 1200 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy  
[aslashkin2010's solution](#)

**494.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms  
[aslashkin2010's solution](#)

**495.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[aslashkin2010's solution](#)

**496.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[aslashkin2010's solution](#)

**497.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[aslashkin2010's solution](#)

**498.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[aslashkin2010's solution](#)

**499.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[aslashkin2010's solution](#)

**500.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[aslashkin2010's solution](#)

**501.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[aslashkin2010's solution](#)

**502.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[aslashkin2010's solution](#)

**503.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[aslashkin2010's solution](#)

**504.**

1343C

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

Quality: 44,084 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[aslashkin2010's solution](#)

**505.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,886 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[aslashkin2010's solution](#)

**506.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[aslashkin2010's solution](#)

**507.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[aslashkin2010's solution](#)

**508.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[aslashkin2010's solution](#)

**509.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[aslashkin2010's solution](#)

**510.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,417 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[aslashkin2010's solution](#)

**511.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-12-06 · last AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[aslashkin2010's solution](#)

**512.**

2046A

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

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[aslashkin2010's solution](#)

**513.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[aslashkin2010's solution](#)

**514.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

[aslashkin2010's solution](#)

**515.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[aslashkin2010's solution](#)

**516.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[aslashkin2010's solution](#)

**517.**

1954C

[Long Multiplication](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[aslashkin2010's solution](#)

**518.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**519.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[aslashkin2010's solution](#)

**520.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[aslashkin2010's solution](#)

**521.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[aslashkin2010's solution](#)

**522.**

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2021-02-16 · Python 3 (first AC) · Tags: greedy, implementation

[aslashkin2010's solution](#)

**523.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2021-02-15 · Python 3 (first AC) · Tags: greedy, implementation

[aslashkin2010's solution](#)

**524.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-02-15 · Python 3 (first AC) · Tags: dp, games, greedy, sortings

[aslashkin2010's solution](#)

**525.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2021-02-14 · Python 3 (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**526.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2021-02-11 · Python 3 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[aslashkin2010's solution](#)

**527.**

459A

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

Quality: 36,410 global accepts · Rating: 1200 · first AC: 2021-02-11 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**528.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2021-02-11 · Python 3 (first AC) · Tags: brute force, dp, implementation

[aslashkin2010's solution](#)

**529.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,034 global accepts · Rating: 1200 · first AC: 2021-02-11 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**530.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,210 global accepts · Rating: 1200 · first AC: 2021-02-09 · Python 3 (first AC) · Tags: binary search, implementation, math, sortings

[aslashkin2010's solution](#)

**531.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,350 global accepts · Rating: 1200 · first AC: 2020-12-04 · Python 3 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[aslashkin2010's solution](#)

**532.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2020-11-27 · Python 3 (first AC) · Tags: graphs, implementation

[aslashkin2010's solution](#)

**533.**

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2020-11-27 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**534.**

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2020-11-17 · Python 3 (first AC) · Tags: implementation

[aslashkin2010's solution](#)

**535.**

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2020-11-02 · Python 3 (first AC) · Tags: brute force, implementation

[aslashkin2010's solution](#)

**536.**

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2020-10-29 · Python 3 (first AC) · Tags: brute force, implementation

[aslashkin2010's solution](#)

**537.**

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2020-10-28 · Python 3 (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**538.**

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2020-09-06 · Python 3 (first AC) · Tags: \*special, constructive algorithms

[aslashkin2010's solution](#)

**539.**

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2020-06-21 · Python 3 (first AC) · Tags: brute force, greedy

[aslashkin2010's solution](#)

**540.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
[aslashkin2010's solution](#)

**541.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,113 global accepts · Rating: 1300 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[aslashkin2010's solution](#)

**542.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory  
[aslashkin2010's solution](#)

**543.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,127 global accepts · Rating: 1300 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[aslashkin2010's solution](#)

**544.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,797 global accepts · Rating: 1300 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[aslashkin2010's solution](#)

**545.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[aslashkin2010's solution](#)

**546.**

2202C1

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

Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy  
[aslashkin2010's solution](#)

**547.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[aslashkin2010's solution](#)

**548.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths  
[aslashkin2010's solution](#)

**549.**

2188C

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

Rating: 1300 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[aslashkin2010's solution](#)

**550.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[aslashkin2010's solution](#)

**551.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: math

[aslashkin2010's solution](#)

**552.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[aslashkin2010's solution](#)

**553.**

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[aslashkin2010's solution](#)

**554.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[aslashkin2010's solution](#)

**555.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[aslashkin2010's solution](#)

**556.**

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

**557.**

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[aslashkin2010's solution](#)

**558.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, two pointers

[aslashkin2010's solution](#)

**559.**

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[aslashkin2010's solution](#)

**560.**

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[aslashkin2010's solution](#)

**561.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[aslashkin2010's solution](#)

**562.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, strings

[aslashkin2010's solution](#)

**563.**

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[aslashkin2010's solution](#)

**564.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[aslashkin2010's solution](#)

**565.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[aslashkin2010's solution](#)

**566.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[aslashkin2010's solution](#)

**567.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,832 global accepts · Rating: 1300 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[aslashkin2010's solution](#)

**568.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[aslashkin2010's solution](#)

**569.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[aslashkin2010's solution](#)

**570.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[aslashkin2010's solution](#)

**571.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[aslashkin2010's solution](#)

**572.**

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[aslashkin2010's solution](#)

**573.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-12-09 · last AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[aslashkin2010's solution](#)

**574.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[aslashkin2010's solution](#)

**575.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[aslashkin2010's solution](#)

**576.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[aslashkin2010's solution](#)

**577.**

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math

[aslashkin2010's solution](#)

**578.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[aslashkin2010's solution](#)

**579.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, matrices

[aslashkin2010's solution](#)

**580.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers  
[aslashkin2010's solution](#)

**581.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[aslashkin2010's solution](#)

**582.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,507 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[aslashkin2010's solution](#)

**583.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,537 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[aslashkin2010's solution](#)

**584.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[aslashkin2010's solution](#)

**585.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2023-03-04 · Python 3 (first AC) · Tags: implementation, strings  
[aslashkin2010's solution](#)

**586.**

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-20 · Mono C# (first AC) · Tags: greedy, implementation  
[aslashkin2010's solution](#)

**587.**

1561B

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

Rating: 1300 · first AC: 2021-08-25 · Python 3 (first AC) · Tags: brute force, math  
[aslashkin2010's solution](#)

**588.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-05-16 · Python 3 (first AC) · Tags: dp, graphs, implementation, shortest paths  
[aslashkin2010's solution](#)

**589.**

330B

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

Quality: 19,389 global accepts · Rating: 1300 · first AC: 2020-12-03 · Python 3 (first AC) · Tags: constructive algorithms, graphs  
[aslashkin2010's solution](#)

**590.**

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2020-11-30 · last AC: 2020-11-30 · Python 3 (first AC) · Tags: graphs, implementation, math  
[aslashkin2010's solution](#)

**591.**

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,462 global accepts · Rating: 1300 · first AC: 2020-11-28 · Python 3 (first AC) · Tags: binary search, brute force, math, number theory  
[aslashkin2010's solution](#)

**592.**

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 1300 · first AC: 2020-11-20 · Python 3 (first AC) · Tags: games, greedy, implementation  
[aslashkin2010's solution](#)

**593.**

252C

[Points on Line](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-19 · Python 3 (first AC) · Tags: binary search, combinatorics, two pointers  
[aslashkin2010's solution](#)

**594.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,850 global accepts · Rating: 1300 · first AC: 2020-11-13 · Python 3 (first AC) · Tags: binary search, implementation, math, number theory  
[aslashkin2010's solution](#)

**595.**

221B

[Little Elephant and Numbers](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 1300 · first AC: 2020-11-05 · Python 3 (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**596.**

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2020-11-04 · Python 3 (first AC) · Tags: data structures, implementation  
[aslashkin2010's solution](#)

**597.**

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2020-10-26 · Python 3 (first AC) · Tags: implementation, sortings  
[aslashkin2010's solution](#)

**598.**

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2020-09-01 · Python 3 (first AC) · Tags: implementation, strings  
[aslashkin2010's solution](#)

**599.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,899 global accepts · Rating: 1300 · first AC: 2020-06-13 · Python 3 (first AC) · Tags: brute force  
[aslashkin2010's solution](#)

**600.**

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[aslashkin2010's solution](#)

**601.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[aslashkin2010's solution](#)

**602.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,660 global accepts · Rating: 1400 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive  
[aslashkin2010's solution](#)

**603.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[aslashkin2010's solution](#)

**604.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[aslashkin2010's solution](#)

**605.**

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers  
[aslashkin2010's solution](#)

**606.**

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[aslashkin2010's solution](#)

**607.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings  
[aslashkin2010's solution](#)

**608.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers  
[aslashkin2010's solution](#)

**609.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[aslashkin2010's solution](#)

**610.**

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[aslashkin2010's solution](#)

**611.**

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[aslashkin2010's solution](#)

**612.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[aslashkin2010's solution](#)

**613.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[aslashkin2010's solution](#)

**614.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,834 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[aslashkin2010's solution](#)

**615.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory  
[aslashkin2010's solution](#)

**616.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy  
[aslashkin2010's solution](#)

**617.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings  
[aslashkin2010's solution](#)

**618.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[aslashkin2010's solution](#)

**619.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[aslashkin2010's solution](#)

**620.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
[aslashkin2010's solution](#)

**621.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation  
[aslashkin2010's solution](#)

**622.**

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[aslashkin2010's solution](#)

**623.**

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[aslashkin2010's solution](#)

**624.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,451 global accepts · Rating: 1400 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**625.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[aslashkin2010's solution](#)

**626.**

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[aslashkin2010's solution](#)

**627.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[aslashkin2010's solution](#)

**628.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[aslashkin2010's solution](#)

**629.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,584 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[aslashkin2010's solution](#)

**630.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[aslashkin2010's solution](#)

**631.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2021-05-13 · Python 3 (first AC) · Tags: binary search, brute force, implementation, two pointers

[aslashkin2010's solution](#)

**632.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,205 global accepts · Rating: 1400 · first AC: 2021-05-11 · Python 3 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[aslashkin2010's solution](#)

**633.**

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2020-11-14 · Python 3 (first AC) · Tags: binary search, brute force, math

[aslashkin2010's solution](#)

**634.**

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2020-11-11 · Python 3 (first AC) · Tags: math

[aslashkin2010's solution](#)

**635.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[aslashkin2010's solution](#)

**636.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[aslashkin2010's solution](#)

**637.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,079 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory

[aslashkin2010's solution](#)

**638.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,743 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aslashkin2010's solution](#)

**639.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[aslashkin2010's solution](#)

**640.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[aslashkin2010's solution](#)

**641.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[aslashkin2010's solution](#)

**642.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp  
[aslashkin2010's solution](#)

**643.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers  
[aslashkin2010's solution](#)

**644.**

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[aslashkin2010's solution](#)

**645.**

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[aslashkin2010's solution](#)

**646.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
[aslashkin2010's solution](#)

**647.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,560 global accepts · Rating: 1500 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings  
[aslashkin2010's solution](#)

**648.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory  
[aslashkin2010's solution](#)

**649.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1500 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation  
[aslashkin2010's solution](#)

**650.**

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math  
[aslashkin2010's solution](#)

**651.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math  
[aslashkin2010's solution](#)

**652.**

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings  
[aslashkin2010's solution](#)

**653.**

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers  
[aslashkin2010's solution](#)

**654.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[aslashkin2010's solution](#)

**655.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings  
[aslashkin2010's solution](#)

**656.**

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, number theory  
[aslashkin2010's solution](#)

**657.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[aslashkin2010's solution](#)

**658.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,915 global accepts · Rating: 1500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[aslashkin2010's solution](#)

**659.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy  
[aslashkin2010's solution](#)

**660.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-27 · Python 3 (first AC) · Tags: constructive algorithms, math  
[aslashkin2010's solution](#)

**661.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,492 global accepts · Rating: 1500 · first AC: 2021-05-14 · Python 3 (first AC) · Tags: dfs and similar, graphs, trees  
[aslashkin2010's solution](#)

**662.**

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2020-11-25 · Python 3 (first AC) · Tags: binary search, data structures  
[aslashkin2010's solution](#)

**663.**

250B

[Restoring IPv6](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 1500 · first AC: 2020-11-25 · Python 3 (first AC) · Tags: implementation, strings  
[aslashkin2010's solution](#)

**664.**

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2020-10-31 · Python 3 (first AC) · Tags: binary search, combinatorics, dp  
[aslashkin2010's solution](#)

**665.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1600 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[aslashkin2010's solution](#)

**666.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math  
[aslashkin2010's solution](#)

**667.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1600 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[aslashkin2010's solution](#)

**668.**

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory  
[aslashkin2010's solution](#)

**669.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[aslashkin2010's solution](#)

**670.**

2125D

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

Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities  
[aslashkin2010's solution](#)

**671.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[aslashkin2010's solution](#)

**672.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[aslashkin2010's solution](#)

**673.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[aslashkin2010's solution](#)

**674.**

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[aslashkin2010's solution](#)

**675.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

[aslashkin2010's solution](#)

**676.**

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[aslashkin2010's solution](#)

**677.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[aslashkin2010's solution](#)

**678.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[aslashkin2010's solution](#)

**679.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math

[aslashkin2010's solution](#)

**680.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[aslashkin2010's solution](#)

**681.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[aslashkin2010's solution](#)

**682.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2023-03-05 · Python 3 (first AC) · Tags: implementation, strings  
[aslashkin2010's solution](#)

**683.**

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2020-12-07 · Python 3 (first AC) · Tags: constructive algorithms, graphs, math  
[aslashkin2010's solution](#)

**684.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
[aslashkin2010's solution](#)

**685.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1700 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[aslashkin2010's solution](#)

**686.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees  
[aslashkin2010's solution](#)

**687.**

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory  
[aslashkin2010's solution](#)

**688.**

2202D

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

Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[aslashkin2010's solution](#)

**689.**

2202C2

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

Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy  
[aslashkin2010's solution](#)

**690.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[aslashkin2010's solution](#)

**691.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory  
[aslashkin2010's solution](#)

**692.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings  
[aslashkin2010's solution](#)

**693.**

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · last AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers  
[aslashkin2010's solution](#)

**694.**

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings  
[aslashkin2010's solution](#)

**695.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings  
[aslashkin2010's solution](#)

**696.**

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees  
[aslashkin2010's solution](#)

**697.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[aslashkin2010's solution](#)

**698.**

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,683 global accepts · Rating: 1800 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy  
[aslashkin2010's solution](#)

**699.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-21 · last AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees  
[aslashkin2010's solution](#)

**700.**

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math  
[aslashkin2010's solution](#)

**701.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math  
[aslashkin2010's solution](#)

**702.**

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[aslashkin2010's solution](#)

**703.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[aslashkin2010's solution](#)

**704.**

2069D

[Palindrome Shuffle](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[aslashkin2010's solution](#)

**705.**

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[aslashkin2010's solution](#)

**706.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[aslashkin2010's solution](#)

**707.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2020-12-06 · Python 3 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[aslashkin2010's solution](#)

**708.**

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aslashkin2010's solution](#)

**709.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[aslashkin2010's solution](#)

**710.**

2217D

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

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[aslashkin2010's solution](#)

**711.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[aslashkin2010's solution](#)

**712.**

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 1900 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[aslashkin2010's solution](#)

### 713.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[aslashkin2010's solution](#)

### 714.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[aslashkin2010's solution](#)

### 715.

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation, interactive, math

[aslashkin2010's solution](#)

### 716.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[aslashkin2010's solution](#)

### 717.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2020-11-19 · Python 3 (first AC) · Tags: dfs and similar, dp

[aslashkin2010's solution](#)

### 718.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[aslashkin2010's solution](#)

### 719.

2202E

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

Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[aslashkin2010's solution](#)

### 720.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings

[aslashkin2010's solution](#)

### 721.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[aslashkin2010's solution](#)

### 722.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, dp, graphs, greedy, implementation, ternary search

[aslashkin2010's solution](#)

**723.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[aslashkin2010's solution](#)

**724.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[aslashkin2010's solution](#)

**725.**

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2100 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[aslashkin2010's solution](#)

**726.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[aslashkin2010's solution](#)

**727.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[aslashkin2010's solution](#)

**728.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[aslashkin2010's solution](#)

**729.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[aslashkin2010's solution](#)

**730.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[aslashkin2010's solution](#)

**731.**

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[aslashkin2010's solution](#)

**732.**

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[aslashkin2010's solution](#)

**733.**

71E

[Nuclear Fusion](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: 2200 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[aslashkin2010's solution](#)

**734.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[aslashkin2010's solution](#)

**735.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[aslashkin2010's solution](#)

**736.**

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[aslashkin2010's solution](#)

**737.**

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-04-02 · last AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[aslashkin2010's solution](#)

**738.**

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: — · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[aslashkin2010's solution](#)

**739.**

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,340 global accepts · Rating: — · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[aslashkin2010's solution](#)

**740.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[aslashkin2010's solution](#)

**741.**

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[aslashkin2010's solution](#)

**742.**

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,226 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[aslashkin2010's solution](#)

### 743.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,928 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[aslashkin2010's solution](#)

### 744.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,390 global accepts · Rating: — · first AC: 2026-05-02 · last AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[aslashkin2010's solution](#)

### 745.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,451 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[aslashkin2010's solution](#)

### 746.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,911 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[aslashkin2010's solution](#)

### 747.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: — · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers

[aslashkin2010's solution](#)

### 748.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,228 global accepts · Rating: — · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[aslashkin2010's solution](#)

### 749.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,563 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[aslashkin2010's solution](#)

### 750.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[aslashkin2010's solution](#)

### 751.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,248 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

### 752.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[aslashkin2010's solution](#)

**753.**

2222D

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

Quality: 3,195 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[aslashkin2010's solution](#)

**754.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[aslashkin2010's solution](#)

**755.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[aslashkin2010's solution](#)

**756.**

2225D

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

Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[aslashkin2010's solution](#)

**757.**

2225B

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

Quality: 14,183 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[aslashkin2010's solution](#)

**758.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[aslashkin2010's solution](#)

**759.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,733 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[aslashkin2010's solution](#)

**760.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[aslashkin2010's solution](#)

**761.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,216 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[aslashkin2010's solution](#)

**762.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[aslashkin2010's solution](#)

**763.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[aslashkin2010's solution](#)

**764.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, games, interactive

[aslashkin2010's solution](#)

**765.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[aslashkin2010's solution](#)

**766.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, graph matchings, implementation

[aslashkin2010's solution](#)

**767.**

1042902

[B\\$0Cf=Cä5 Cö>D ;C =C,,5](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[aslashkin2010's solution](#)

**768.**

1042915

[B470C;B0=CÔ0 D :C´>CÔ5](#)

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[aslashkin2010's solution](#)

**769.**

1042901

[A\\$80D5Cä=C 1C´NCD5CÔ8CP](#)

Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[aslashkin2010's solution](#)

**770.**

105479B

[2026](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[aslashkin2010's solution](#)

**771.**

105479A

[A 5D76,,;CäBCÔ0Dò 0DÔ @Cä;Cä3C,,AD\\$8C=0](#)

Rating: — · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[aslashkin2010's solution](#)

**772.**

105488A

[A\\$D AD\\$0CÔ8CR 3C 7Cä=Cä:CäAC,,;Cä:](#)

Rating: — · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[aslashkin2010's solution](#)

**773.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry

[aslashkin2010's solution](#)

**774.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · Python 3 (first AC) · Tags: \*special, string suffix structures

[aslashkin2010's solution](#)

**775.**

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[aslashkin2010's solution](#)

**776.**

100168T

[B:0DAD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2025-01-04 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**777.**

100168C

[Aö@Q;ä 4DÄ <CÖ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2025-01-04 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**778.**

100168S

[Aö>Tö>C 5CÖ8CR BCägCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**779.**

100168R

[Aö@Q;ä C 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7CαC](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**780.**

100168Q

[Aö@Q;ä C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**781.**

100168P

[Aö@Q;ä C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**782.**

100168O

[AöDnOC` ;CT;DÄ=C O Cö@Dö<C O](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**783.**

100168N

[B4@Q;ä C 5CÖ8CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**784.**

100168M

[B4@Q;ä C 5CÖ8CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**785.**

100168L

[A0;Cä;C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**786.**

100168K

[A0;Cä;C 5D05D 5Dt5C08CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**787.**

100168J

[B 0D A D\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**788.**

100168I

[B 0D A D\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**789.**

100168H

[B 0D A D\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**790.**

100168G

[B 0D A D\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**791.**

100168F

[B 0D A D\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**792.**

100168E

[A B D A C T:D\\$@C,,AC](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**793.**

100168D

[A0;Cä;C 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**794.**

100168B

[B43Cä;C Ä5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**795.**

100168A

[A0;Cä;C =D'9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[aslashkin2010's solution](#)

**796.**

105572C

[B T0\\$06" @ B\\$@CT;Cä=C€](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**797.**

105572B

[A#0C68D\\$0C0 !CÄ>C';CTBD](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**798.**

105572A

[AD60rjal BT>C#8CÔA](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**799.**

1055193

[A00DraC'L](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**800.**

1055191

[A 8DD8D°](#)

Rating: — · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**801.**

105520C

[BT#DraC\\$>C@](#)

Rating: — · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**802.**

105520B

[B\\$50r15DD>CÐ](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**803.**

105520A

[A,,E0D>D <C BC,,GCTAC#0Dò AC,,;C](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**804.**

104916E

[BD#C00D 8](#)

Rating: — · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**805.**

104916D

[A#0CÄKD,,>C\\$KC' :CäB](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**806.**

104916C

[CAT · Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**807.**

104916A

[A@D@E:C 4C`O C>D\\$0](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**808.**

102906E

[B`OCÄC](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**809.**

102906D

[AöDk;D 2Cä1Cä4CÔKCR >D" :C\\$0CD@C BCä2](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**810.**

102906C

[AD8C\\$8Ct8Cä=D°](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**811.**

102906B

[A:5D8GÖ8Dd0 C,,7 Dt8D 5C°](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**812.**

102906A

[A@CAD](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**813.**

104295I

[Moomin Adventures · Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**814.**

104295B

[Spring cleaning · Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**815.**

104295G

[AöD@C CDCC' "CäDD ;D0](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**816.**

104295E

[B =>D4ACÄCCÄ@C,,: C, C`8C64C AD K](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**817.**

104295C

[B`OCÄD,,:C, D4<C,Ô<C <D°](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)

**818.**

104295A

**A58D5C20GC AD°**

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[aslashkin2010's solution](#)