

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

<https://cfelitetracker.vercel.app>

Unique solved — awoo

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

Sort: Problem rating · easier first

Filters: none

Count: 4,821

1.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

2.

2218B

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

Quality: 33,738 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[awoo's solution](#)

3.

2218A

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

Quality: 34,984 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[awoo's solution](#)

4.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[awoo's solution](#)

5.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,494 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[awoo's solution](#)

6.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,155 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[awoo's solution](#)

7.

2205B

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

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[awoo's solution](#)

8.

2205A

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

Quality: 17,315 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[awoo's solution](#)

9.

2195A

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

Quality: 35,473 global accepts · Rating: 800 · first AC: 2026-02-15 · PyPy 3-64 (first AC) · Tags: math, number theory

[awoo's solution](#)

10.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[awoo's solution](#)

11.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,870 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[awoo's solution](#)

12.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[awoo's solution](#)

13.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

14.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[awoo's solution](#)

15.

2162A

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

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[awoo's solution](#)

16.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[awoo's solution](#)

17.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[awoo's solution](#)

18.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

19.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

20.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

21.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[awoo's solution](#)

22.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

23.

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

24.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,872 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[awoo's solution](#)

25.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

26.

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

[awoo's solution](#)

27.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,103 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[awoo's solution](#)

28.

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

29.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[awoo's solution](#)

30.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[awoo's solution](#)

31.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

strings

[awoo's solution](#)

32.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,287 global accepts · Rating: 800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[awoo's solution](#)

33.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

34.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

35.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

36.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-05-19 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[awoo's solution](#)

37.

2109A

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

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[awoo's solution](#)

38.

2098A

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

Quality: 14,755 global accepts · Rating: 800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[awoo's solution](#)

39.

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

[awoo's solution](#)

40.

2108A

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

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

[awoo's solution](#)

41.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[awoo's solution](#)

42.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,153 global accepts · Rating: 800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[awoo's solution](#)

43.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,305 global accepts · Rating: 800 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: strings

[awoo's solution](#)

44.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2025-04-13 · FPC (first AC) · Tags: brute force, implementation

[awoo's solution](#)

45.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[awoo's solution](#)

46.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

47.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,762 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[awoo's solution](#)

48.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,324 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[awoo's solution](#)

49.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

50.

2071A

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

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[awoo's solution](#)

51.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[awoo's solution](#)

52.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

53.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

[awoo's solution](#)

54.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[awoo's solution](#)

55.

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[awoo's solution](#)

56.

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[awoo's solution](#)

57.

1705A

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

Quality: 26,583 global accepts · Rating: 800 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

58.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2024-12-10 · Python 3 (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

59.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[awoo's solution](#)

60.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,495 global accepts · Rating: 800 · first AC: 2024-07-21 · PyPy 3-64 (first AC) · Tags: implementation, strings

[awoo's solution](#)

61.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[awoo's solution](#)

62.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[awoo's solution](#)

63.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[awoo's solution](#)

64.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[awoo's solution](#)

65.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[awoo's solution](#)

66.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[awoo's solution](#)

67.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[awoo's solution](#)

68.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[awoo's solution](#)

69.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[awoo's solution](#)

70.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[awoo's solution](#)

71.

1946A

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

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[awoo's solution](#)

72.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[awoo's solution](#)

73.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[awoo's solution](#)

74.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[awoo's solution](#)

75.

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
[awoo's solution](#)

76.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[awoo's solution](#)

77.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[awoo's solution](#)

78.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[awoo's solution](#)

79.

1881A

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

Quality: 59,380 global accepts · Rating: 800 · first AC: 2023-10-12 · PyPy 3 (first AC) · Tags: brute force, strings
[awoo's solution](#)

80.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[awoo's solution](#)

81.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,038 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[awoo's solution](#)

82.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[awoo's solution](#)

83.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,417 global accepts · Rating: 800 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[awoo's solution](#)

84.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[awoo's solution](#)

85.

1867A

[green gold dog array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[awoo's solution](#)

86.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[awoo's solution](#)

87.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,373 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[awoo's solution](#)

88.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,443 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[awoo's solution](#)

89.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[awoo's solution](#)

90.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[awoo's solution](#)

91.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, trees
[awoo's solution](#)

92.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers
[awoo's solution](#)

93.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[awoo's solution](#)

94.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[awoo's solution](#)

95.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[awoo's solution](#)

96.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

97.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[awoo's solution](#)

98.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

99.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[awoo's solution](#)

100.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[awoo's solution](#)

101.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[awoo's solution](#)

102.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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103.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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104.

1802A

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Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

105.

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: strings

[awoo's solution](#)

106.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[awoo's solution](#)

107.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

108.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

109.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[awoo's solution](#)

110.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

111.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,038 global accepts · Rating: 800 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[awoo's solution](#)

112.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,214 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

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113.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[awoo's solution](#)

114.

1791A

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

Quality: 80,642 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[awoo's solution](#)

115.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

116.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[awoo's solution](#)

117.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

118.

1781A

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Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[awoo's solution](#)

119.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[awoo's solution](#)

120.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[awoo's solution](#)

121.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[awoo's solution](#)

122.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[awoo's solution](#)

123.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

124.

1769A

[B47CmDò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[awoo's solution](#)

125.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

126.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[awoo's solution](#)

127.

1746B

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Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[awoo's solution](#)

128.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

129.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[awoo's solution](#)

130.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[awoo's solution](#)

131.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[awoo's solution](#)

132.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[awoo's solution](#)

133.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[awoo's solution](#)

134.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[awoo's solution](#)

135.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[awoo's solution](#)

136.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[awoo's solution](#)

137.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[awoo's solution](#)

138.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[awoo's solution](#)

139.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings

[awoo's solution](#)

140.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

141.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

142.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[awoo's solution](#)

143.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[awoo's solution](#)

144.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[awoo's solution](#)

145.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[awoo's solution](#)

146.

1654A

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Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[awoo's solution](#)

147.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,058 global accepts · Rating: 800 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

148.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

149.

1650A

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

Quality: 37,310 global accepts · Rating: 800 · first AC: 2022-03-08 · PyPy 3 (first AC) · Tags: implementation, strings

[awoo's solution](#)

150.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[awoo's solution](#)

151.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

152.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

153.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

154.

281A

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

Quality: 271,053 global accepts · Rating: 800 · first AC: 2021-12-03 · PyPy 3 (first AC) · Tags: implementation, strings

[awoo's solution](#)

155.

630A

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

Quality: 93,539 global accepts · Rating: 800 · first AC: 2016-02-18 · last AC: 2021-11-06 · GNU C++11 (first AC) · Tags: number theory

[awoo's solution](#)

156.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[awoo's solution](#)

157.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

158.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[awoo's solution](#)

159.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

160.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[awoo's solution](#)

161.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

162.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

163.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[awoo's solution](#)

164.

1566A

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

Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[awoo's solution](#)

165.

1534A

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Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

166.

1480A

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

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[awoo's solution](#)

167.

1478A

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

Quality: 28,015 global accepts · Rating: 800 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[awoo's solution](#)

168.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[awoo's solution](#)

169.

1551B1

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

Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[awoo's solution](#)

170.

1551A

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

Quality: 58,365 global accepts · Rating: 800 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

171.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[awoo's solution](#)

172.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

173.

1544A

[Binary Decimal](#) · [Tutorial](#)

Quality: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

174.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[awoo's solution](#)

175.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

176.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

177.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[awoo's solution](#)

178.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 800 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

179.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

180.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-25 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

181.

1527A

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

Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[awoo's solution](#)

182.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

183.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[awoo's solution](#)

184.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

185.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[awoo's solution](#)

186.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

187.

1405A

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

Quality: 21,908 global accepts · Rating: 800 · first AC: 2021-02-11 · PyPy 3 (first AC) · Tags: constructive algorithms

[awoo's solution](#)

188.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · PyPy 3 (first AC) · Tags: greedy, strings

[awoo's solution](#)

189.

1474A

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

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-20 · PyPy 3 (first AC) · Tags: greedy

[awoo's solution](#)

190.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-01-12 · PyPy 3 (first AC) · Tags: math

[awoo's solution](#)

191.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2021-01-12 · PyPy 3 (first AC) · Tags: implementation, math

[awoo's solution](#)

192.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

193.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[awoo's solution](#)

194.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

195.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[awoo's solution](#)

196.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

197.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

198.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[awoo's solution](#)

199.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

200.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: greedy, math

[awoo's solution](#)

201.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

202.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

203.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,079 global accepts · Rating: 800 · first AC: 2020-08-13 · PyPy 3 (first AC) · Tags: implementation

[awoo's solution](#)

204.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2020-08-13 · PyPy 3 (first AC) · Tags: implementation

[awoo's solution](#)

205.

802G1

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

Quality: 8,148 global accepts · Rating: 800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[awoo's solution](#)

206.

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,347 global accepts · Rating: 800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

207.

747A

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Quality: 11,193 global accepts · Rating: 800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[awoo's solution](#)

208.

746A

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Quality: 23,844 global accepts · Rating: 800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

209.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,848 global accepts · Rating: 800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

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210.

716A

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211.

712A

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Quality: 12,587 global accepts · Rating: 800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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212.

50A

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213.

32A

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[awoo's solution](#)

214.

302A

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215.

169A

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Quality: 8,184 global accepts · Rating: 800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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216.

146A

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Quality: 17,097 global accepts · Rating: 800 · first AC: 2020-08-13 · PyPy 3 (first AC) · Tags: implementation

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217.

1388A

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218.

1369A

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219.

1348A

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220.

1185A

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221.

1370A

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Quality: 64,489 global accepts · Rating: 800 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

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222.

1368A

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223.

1305A

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Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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224.

1301A

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225.

1307A

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226.

1284A

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227.

1270A

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Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
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228.

1209A

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229.

1178A

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230.

1148A

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Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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231.

1146A

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Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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232.

988A

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Quality: 28,505 global accepts · Rating: 800 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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233.

1097A

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234.

1091A

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235.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[awoo's solution](#)

236.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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237.

1060A

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[awoo's solution](#)

238.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
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239.

952A

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[awoo's solution](#)

240.

935A

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Quality: 47,238 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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241.

912A

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242.

908A

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Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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243.

822A

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Quality: 36,813 global accepts · Rating: 800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: implementation, math, number theory
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244.

785A

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

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[awoo's solution](#)

245.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: *special, implementation
[awoo's solution](#)

246.

769A

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Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: *special, implementation, sortings
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247.

750A

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Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math
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248.

749A

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Quality: 57,099 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory
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249.

721A

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Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation

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250.

711A

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[awoo's solution](#)

251.

707A

[Brain's Photos](#) · [Tutorial](#)

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252.

705A

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[awoo's solution](#)

253.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: implementation

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254.

686A

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Quality: 43,423 global accepts · Rating: 800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

255.

681A

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Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

256.

680A

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257.

648B

[B * C 5D 8 D BCä;](#)

Quality: 2,157 global accepts · Rating: 800 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[awoo's solution](#)

258.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: math

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259.

617A

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260.

620A

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Quality: 14,348 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math
[awoo's solution](#)

261.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,763 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation
[awoo's solution](#)

262.

609A

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Quality: 19,431 global accepts · Rating: 800 · first AC: 2015-12-19 · Python 3 (first AC) · Tags: greedy, implementation, sortings
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263.

599A

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264.

595A

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265.

339A

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266.

581A

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267.

520A

[Pangram](#) · [Tutorial](#)

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[awoo's solution](#)

268.

112A

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269.

266A

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270.

447A

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271.

431A

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272.

116A

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273.

282A

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274.

231A

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275.

71A

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276.

271A

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Quality: 177,773 global accepts · Rating: 800 · first AC: 2015-07-02 · Python 3 (first AC) · Tags: brute force

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277.

551A

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278.

4A

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279.

546A

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Quality: 235,259 global accepts · Rating: 800 · first AC: 2015-05-22 · Python 3 (first AC) · Tags: brute force, implementation, math

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280.

432A

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281.

158A

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282.

513A

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283.

510A

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284.

509A

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Quality: 44,132 global accepts · Rating: 800 · first AC: 2015-01-31 · FPC (first AC) · Tags: brute force, implementation
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285.

492A

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286.

472A

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287.

469A

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288.

467A

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289.

454A

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290.

440A

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291.

427A

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292.

411A

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293.

401A

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[awoo's solution](#)

294.

384A

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295.

386A

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Quality: 7,735 global accepts · Rating: 800 · first AC: 2014-01-16 · FPC (first AC) · Tags: implementation

[awoo's solution](#)

296.

381A

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[awoo's solution](#)

297.

378A

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298.

2200C

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299.

2195B

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300.

1709B

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301.

2148C

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302.

2149C

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Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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303.

2102B

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Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

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304.

2102A

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Quality: 21,469 global accepts · Rating: 900 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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305.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,385 global accepts · Rating: 900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[awoo's solution](#)

306.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,494 global accepts · Rating: 900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[awoo's solution](#)

307.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,138 global accepts · Rating: 900 · first AC: 2025-04-13 · FPC (first AC) · Tags: greedy
[awoo's solution](#)

308.

2031B

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Quality: 20,787 global accepts · Rating: 900 · first AC: 2025-04-13 · FPC (first AC) · Tags: brute force, greedy, sortings
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309.

2093B

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Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[awoo's solution](#)

310.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[awoo's solution](#)

311.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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312.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,544 global accepts · Rating: 900 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[awoo's solution](#)

313.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: games
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314.

1951A

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Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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315.

1855B

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[awoo's solution](#)

316.

1881B

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[awoo's solution](#)

317.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

318.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[awoo's solution](#)

319.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[awoo's solution](#)

320.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

321.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

322.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

323.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

324.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

325.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[awoo's solution](#)

326.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

327.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

328.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

329.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

330.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · PyPy 3 (first AC) · Tags: math

[awoo's solution](#)

331.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

332.

1593B

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

Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[awoo's solution](#)

333.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[awoo's solution](#)

334.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[awoo's solution](#)

335.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

336.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-01-12 · PyPy 3 (first AC) · Tags: greedy, math

[awoo's solution](#)

337.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

338.

1471A

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

Quality: 38,220 global accepts · Rating: 900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[awoo's solution](#)

339.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[awoo's solution](#)

340.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[awoo's solution](#)

341.

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

342.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[awoo's solution](#)

343.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[awoo's solution](#)

344.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

345.

415A

[Mashmikh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

346.

299B

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

Quality: 6,441 global accepts · Rating: 900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

347.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[awoo's solution](#)

348.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[awoo's solution](#)

349.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

350.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

351.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2020-08-13 · PyPy 3 (first AC) · Tags: greedy, math

[awoo's solution](#)

352.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

353.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

354.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[awoo's solution](#)

355.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

356.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[awoo's solution](#)

357.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

358.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[awoo's solution](#)

359.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: implementation, strings

[awoo's solution](#)

360.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[awoo's solution](#)

361.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

362.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

363.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

364.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[awoo's solution](#)

365.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math

[awoo's solution](#)

366.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[awoo's solution](#)

367.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[awoo's solution](#)

368.

768A

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

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[awoo's solution](#)

369.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math

[awoo's solution](#)

370.

168A

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

Quality: 11,506 global accepts · Rating: 900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: implementation, math

[awoo's solution](#)

371.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[awoo's solution](#)

372.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, math

[awoo's solution](#)

373.

648A

[AÖÖÖj1Cä;DÄHC,,9 Cö>CDJCT<](#)

Quality: 1,056 global accepts · Rating: 900 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

374.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[awoo's solution](#)

375.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: greedy, implementation

[awoo's solution](#)

376.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2016-02-10 · FPC (first AC) · Tags: implementation

[awoo's solution](#)

377.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

378.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2016-01-11 · Python 3 (first AC) · Tags: implementation, strings

[awoo's solution](#)

379.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

380.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: math

[awoo's solution](#)

381.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2015-10-27 · Python 3 (first AC) · Tags: brute force, implementation, math

[awoo's solution](#)

382.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[awoo's solution](#)

383.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2015-10-18 · PyPy 3 (first AC) · Tags: implementation

[awoo's solution](#)

384.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[awoo's solution](#)

385.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,592 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

386.

580A

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

Quality: 104,708 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[awoo's solution](#)

387.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 900 · first AC: 2015-09-13 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

388.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2015-09-13 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[awoo's solution](#)

389.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2015-09-11 · last AC: 2015-09-11 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

390.

96A

[Football](#) · [Tutorial](#)

Quality: 193,680 global accepts · Rating: 900 · first AC: 2015-09-07 · PyPy 3 (first AC) · Tags: implementation, strings

[awoo's solution](#)

391.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-09-01 · Python 3 (first AC) · Tags: sortings

[awoo's solution](#)

392.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2015-08-05 · Python 3 (first AC) · Tags: greedy, implementation

[awoo's solution](#)

393.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2015-07-08 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

394.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2015-07-08 · Python 3 (first AC) · Tags: strings

[awoo's solution](#)

395.

137A

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

Quality: 7,839 global accepts · Rating: 900 · first AC: 2015-07-03 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

396.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,136 global accepts · Rating: 900 · first AC: 2015-07-02 · Python 3 (first AC) · Tags: math

[awoo's solution](#)

397.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,396 global accepts · Rating: 900 · first AC: 2015-06-27 · Python 3 (first AC) · Tags: greedy

[awoo's solution](#)

398.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2015-06-25 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

399.

554A

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

Quality: 14,492 global accepts · Rating: 900 · first AC: 2015-06-24 · Python 3 (first AC) · Tags: brute force, math, strings

[awoo's solution](#)

400.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2015-06-14 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

401.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2015-06-12 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

402.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2015-06-08 · Python 3 (first AC) · Tags: brute force, implementation

[awoo's solution](#)

403.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-06 · Python 3 (first AC) · Tags: implementation, strings

[awoo's solution](#)

404.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

405.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2015-02-28 · FPC (first AC) · Tags: implementation

[awoo's solution](#)

406.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2014-09-07 · FPC (first AC) · Tags: implementation

[awoo's solution](#)

407.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2014-06-04 · FPC (first AC) · Tags: greedy, implementation

[awoo's solution](#)

408.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2014-04-18 · FPC (first AC) · Tags: greedy, sortings

[awoo's solution](#)

409.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · FPC (first AC) · Tags: greedy, implementation

[awoo's solution](#)

410.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2014-03-22 · FPC (first AC) · Tags: greedy, implementation, sortings

[awoo's solution](#)

411.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[awoo's solution](#)

412.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[awoo's solution](#)

413.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, two pointers

[awoo's solution](#)

414.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[awoo's solution](#)

415.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

416.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[awoo's solution](#)

417.

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[awoo's solution](#)

418.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[awoo's solution](#)

419.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · last AC: 2025-04-13 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[awoo's solution](#)

420.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[awoo's solution](#)

421.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

422.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2015-07-09 · last AC: 2024-11-25 · Python 3 (first AC) · Tags: implementation, strings

[awoo's solution](#)

423.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

424.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number

theory

[awoo's solution](#)

425.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[awoo's solution](#)

426.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[awoo's solution](#)

427.

1859B

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

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[awoo's solution](#)

428.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2023-04-08 · Haskell (first AC) · Tags: implementation

[awoo's solution](#)

429.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

430.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[awoo's solution](#)

431.

1802B

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

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[awoo's solution](#)

432.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[awoo's solution](#)

433.

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[awoo's solution](#)

434.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

435.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,279 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[awoo's solution](#)

436.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[awoo's solution](#)

437.

1781B

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

Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[awoo's solution](#)

438.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[awoo's solution](#)

439.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[awoo's solution](#)

440.

1769B1

[A = 7008D > C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation, math
[awoo's solution](#)

441.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[awoo's solution](#)

442.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[awoo's solution](#)

443.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[awoo's solution](#)

444.

1234B1

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

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[awoo's solution](#)

445.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[awoo's solution](#)

446.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[awoo's solution](#)

447.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,743 global accepts · Rating: 1000 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[awoo's solution](#)

448.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[awoo's solution](#)

449.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,642 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[awoo's solution](#)

450.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

451.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2021-02-11 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

452.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-20 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[awoo's solution](#)

453.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[awoo's solution](#)

454.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

455.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

456.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

457.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[awoo's solution](#)

458.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[awoo's solution](#)

459.

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[awoo's solution](#)

460.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1000 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

461.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

462.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

463.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[awoo's solution](#)

464.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

465.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,027 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[awoo's solution](#)

466.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

467.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[awoo's solution](#)

468.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

469.

357A

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

Quality: 7,684 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[awoo's solution](#)

470.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,462 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory, sortings

[awoo's solution](#)

471.

284B

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

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

472.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

473.

1388B

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

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

474.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[awoo's solution](#)

475.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

476.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

477.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

478.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

479.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,624 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

480.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

481.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 14,213 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[awoo's solution](#)

482.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[awoo's solution](#)

483.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2014-04-24 · last AC: 2018-10-19 · GNU C++ (first AC) · Tags: math

[awoo's solution](#)

484.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

485.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[awoo's solution](#)

486.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[awoo's solution](#)

487.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · last AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[awoo's solution](#)

488.

958B1

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

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

489.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[awoo's solution](#)

490.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

491.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

492.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[awoo's solution](#)

493.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[awoo's solution](#)

494.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[awoo's solution](#)

495.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

496.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

497.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · MS C++ (first AC) · Tags: implementation

[awoo's solution](#)

498.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

499.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,860 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

500.

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

501.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

502.

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

503.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[awoo's solution](#)

504.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation

[awoo's solution](#)

505.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1000 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

506.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: implementation, math

[awoo's solution](#)

507.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · FPC (first AC) · Tags: brute force, implementation

[awoo's solution](#)

508.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · FPC (first AC) · Tags: implementation, math

[awoo's solution](#)

509.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

510.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: games, greedy

[awoo's solution](#)

511.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[awoo's solution](#)

512.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-03 · last AC: 2015-12-03 · PyPy 3 (first AC) · Tags: implementation

[awoo's solution](#)

513.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: brute force, math

[awoo's solution](#)

514.

584A

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

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math

[awoo's solution](#)

515.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

516.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2015-10-02 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

517.

3A

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

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2015-09-26 · Python 3 (first AC) · Tags: greedy, shortest paths

[awoo's solution](#)

518.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 1000 · first AC: 2015-09-16 · FPC (first AC) · Tags: bitmasks

[awoo's solution](#)

519.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, number theory

[awoo's solution](#)

520.

165A

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

Quality: 26,279 global accepts · Rating: 1000 · first AC: 2015-09-07 · PyPy 3 (first AC) · Tags: implementation

[awoo's solution](#)

521.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-07-22 · Python 3 (first AC) · Tags: implementation, sortings

[awoo's solution](#)

522.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2015-07-13 · Python 3 (first AC) · Tags: greedy, implementation

[awoo's solution](#)

523.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,409 global accepts · Rating: 1000 · first AC: 2015-07-11 · Python 3 (first AC) · Tags: implementation, math

[awoo's solution](#)

524.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2015-07-09 · Python 3 (first AC) · Tags: implementation, strings

[awoo's solution](#)

525.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2015-07-03 · Python 3 (first AC) · Tags: greedy

[awoo's solution](#)

526.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2015-06-29 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

527.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-06-18 · Python 3 (first AC) · Tags: implementation, math

[awoo's solution](#)

528.

124A

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

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2015-06-10 · Python 3 (first AC) · Tags: math

[awoo's solution](#)

529.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,016 global accepts · Rating: 1000 · first AC: 2015-06-09 · Python 3 (first AC) · Tags: greedy, strings

[awoo's solution](#)

530.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1000 · first AC: 2015-04-14 · FPC (first AC) · Tags: brute force, implementation

[awoo's solution](#)

531.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,719 global accepts · Rating: 1000 · first AC: 2015-04-09 · FPC (first AC) · Tags: greedy, implementation

[awoo's solution](#)

532.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2015-02-17 · FPC (first AC) · Tags: math

[awoo's solution](#)

533.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,838 global accepts · Rating: 1000 · first AC: 2014-12-24 · FPC (first AC) · Tags: implementation, strings

[awoo's solution](#)

534.

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,486 global accepts · Rating: 1000 · first AC: 2014-11-20 · FPC (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

535.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-07 · FPC (first AC) · Tags: implementation

[awoo's solution](#)

536.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-08-26 · FPC (first AC) · Tags: brute force, implementation

[awoo's solution](#)

537.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · FPC (first AC) · Tags: brute force, implementation, strings

[awoo's solution](#)

538.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[awoo's solution](#)

539.

2195C

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

Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[awoo's solution](#)

540.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

541.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[awoo's solution](#)

542.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[awoo's solution](#)

543.

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[awoo's solution](#)

544.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[awoo's solution](#)

545.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[awoo's solution](#)

546.

2126C

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

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

547.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[awoo's solution](#)

548.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[awoo's solution](#)

549.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[awoo's solution](#)

550.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[awoo's solution](#)

551.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

552.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[awoo's solution](#)

553.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

554.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[awoo's solution](#)

555.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[awoo's solution](#)

556.

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
[awoo's solution](#)

557.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[awoo's solution](#)

558.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers
[awoo's solution](#)

559.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[awoo's solution](#)

560.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings
[awoo's solution](#)

561.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[awoo's solution](#)

562.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[awoo's solution](#)

563.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers
[awoo's solution](#)

564.

1797B

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

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[awoo's solution](#)

565.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[awoo's solution](#)

566.

1800C2

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

Quality: 27,120 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[awoo's solution](#)

567.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[awoo's solution](#)

568.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[awoo's solution](#)

569.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[awoo's solution](#)

570.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[awoo's solution](#)

571.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[awoo's solution](#)

572.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[awoo's solution](#)

573.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[awoo's solution](#)

574.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[awoo's solution](#)

575.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

576.

1685A

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

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[awoo's solution](#)

577.

1656B

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

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[awoo's solution](#)

578.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

579.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[awoo's solution](#)

580.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[awoo's solution](#)

581.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[awoo's solution](#)

582.

1173B

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Quality: 9,441 global accepts · Rating: 1100 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

583.

1593D1

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Quality: 21,805 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[awoo's solution](#)

584.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[awoo's solution](#)

585.

1534B

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Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[awoo's solution](#)

586.

389B

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Quality: 7,334 global accepts · Rating: 1100 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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587.

1547C

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Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[awoo's solution](#)

588.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[awoo's solution](#)

589.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[awoo's solution](#)

590.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[awoo's solution](#)

591.

1529B

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Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-25 · PyPy 3 (first AC) · Tags: greedy, math, sortings
[awoo's solution](#)

592.

1506B

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Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[awoo's solution](#)

593.

1492B

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Quality: 20,420 global accepts · Rating: 1100 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
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594.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation
[awoo's solution](#)

595.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-01-12 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation
[awoo's solution](#)

596.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[awoo's solution](#)

597.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[awoo's solution](#)

598.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[awoo's solution](#)

599.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,533 global accepts · Rating: 1100 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[awoo's solution](#)

600.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings
[awoo's solution](#)

601.

1417B

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Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: greedy, math, sortings
[awoo's solution](#)

602.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1100 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[awoo's solution](#)

603.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1100 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[awoo's solution](#)

604.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[awoo's solution](#)

605.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[awoo's solution](#)

606.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[awoo's solution](#)

607.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[awoo's solution](#)

608.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[awoo's solution](#)

609.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[awoo's solution](#)

610.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

611.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[awoo's solution](#)

612.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

613.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

614.

370A

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

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, shortest paths

[awoo's solution](#)

615.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

616.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[awoo's solution](#)

617.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

618.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math,

number theory

[awoo's solution](#)

619.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[awoo's solution](#)

620.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[awoo's solution](#)

621.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[awoo's solution](#)

622.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[awoo's solution](#)

623.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

624.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[awoo's solution](#)

625.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,453 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[awoo's solution](#)

626.

785B

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

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: greedy, sortings

[awoo's solution](#)

627.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1100 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: brute force, greedy

[awoo's solution](#)

628.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,693 global accepts · Rating: 1100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[awoo's solution](#)

629.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[awoo's solution](#)

630.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: math

[awoo's solution](#)

631.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings

[awoo's solution](#)

632.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, math

[awoo's solution](#)

633.

706B

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

Quality: 84,482 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[awoo's solution](#)

634.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math

[awoo's solution](#)

635.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

636.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[awoo's solution](#)

637.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2016-05-07 · Python 3 (first AC) · Tags: brute force

[awoo's solution](#)

638.

648C

[A<0D\\$1 B>C>D\\$0](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[awoo's solution](#)

639.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, math

[awoo's solution](#)

640.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, implementation
[awoo's solution](#)

641.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[awoo's solution](#)

642.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math
[awoo's solution](#)

643.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory
[awoo's solution](#)

644.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math
[awoo's solution](#)

645.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: greedy, sortings
[awoo's solution](#)

646.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2015-12-11 · PyPy 3 (first AC) · Tags: geometry, implementation, math
[awoo's solution](#)

647.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: brute force, implementation
[awoo's solution](#)

648.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation
[awoo's solution](#)

649.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, implementation
[awoo's solution](#)

650.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,096 global accepts · Rating: 1100 · first AC: 2015-11-13 · PyPy 3 (first AC) · Tags: brute force, dp
[awoo's solution](#)

651.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · Python 3 (first AC) · Tags: math

[awoo's solution](#)

652.

463B

[Caixa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2015-10-24 · Python 3 (first AC) · Tags: brute force, implementation, math

[awoo's solution](#)

653.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-10-09 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

654.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-09-28 · Python 3 (first AC) · Tags: implementation, math

[awoo's solution](#)

655.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2015-07-14 · Python 3 (first AC) · Tags: brute force, implementation, sortings

[awoo's solution](#)

656.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2015-07-11 · Python 3 (first AC) · Tags: greedy, implementation

[awoo's solution](#)

657.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,331 global accepts · Rating: 1100 · first AC: 2015-07-06 · Python 3 (first AC) · Tags: brute force, implementation, strings

[awoo's solution](#)

658.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · Python 3 (first AC) · Tags: greedy, implementation, math

[awoo's solution](#)

659.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-27 · Python 3 (first AC) · Tags: brute force, implementation

[awoo's solution](#)

660.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,978 global accepts · Rating: 1100 · first AC: 2015-06-25 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

661.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2015-06-12 · Python 3 (first AC) · Tags: sortings

[awoo's solution](#)

662.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 1100 · first AC: 2015-06-12 · Python 3 (first AC) · Tags: data structures, dsu, strings

[awoo's solution](#)

663.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2015-06-08 · Python 3 (first AC) · Tags: *special, greedy, implementation

[awoo's solution](#)

664.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · Python 3 (first AC) · Tags: greedy

[awoo's solution](#)

665.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-07 · Python 3 (first AC) · Tags: implementation, strings

[awoo's solution](#)

666.

312A

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

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2015-04-27 · Python 3 (first AC) · Tags: implementation, strings

[awoo's solution](#)

667.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-04-14 · FPC (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[awoo's solution](#)

668.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-04-12 · FPC (first AC) · Tags: constructive algorithms, implementation, math

[awoo's solution](#)

669.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-03-17 · FPC (first AC) · Tags: implementation, math

[awoo's solution](#)

670.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2015-03-07 · FPC (first AC) · Tags: *special, data structures, dp, implementation

[awoo's solution](#)

671.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,713 global accepts · Rating: 1100 · first AC: 2015-02-28 · FPC (first AC) · Tags: data structures, implementation, sortings

[awoo's solution](#)

672.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-01-27 · FPC (first AC) · Tags: brute force

[awoo's solution](#)

673.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,964 global accepts · Rating: 1100 · first AC: 2014-12-13 · FPC (first AC) · Tags: implementation

[awoo's solution](#)

674.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-16 · FPC (first AC) · Tags: implementation

[awoo's solution](#)

675.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-09-26 · FPC (first AC) · Tags: implementation

[awoo's solution](#)

676.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,861 global accepts · Rating: 1100 · first AC: 2014-09-18 · FPC (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[awoo's solution](#)

677.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2014-03-22 · FPC (first AC) · Tags: —

[awoo's solution](#)

678.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-17 · FPC (first AC) · Tags: greedy, implementation

[awoo's solution](#)

679.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[awoo's solution](#)

680.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[awoo's solution](#)

681.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, two pointers

[awoo's solution](#)

682.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[awoo's solution](#)

683.

2196A

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

Quality: 15,839 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[awoo's solution](#)

684.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[awoo's solution](#)

685.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings
[awoo's solution](#)

686.

2126D

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

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[awoo's solution](#)

687.

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[awoo's solution](#)

688.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[awoo's solution](#)

689.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory
[awoo's solution](#)

690.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[awoo's solution](#)

691.

2109B

[Slice to Survive](#) · [Tutorial](#)

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

692.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[awoo's solution](#)

693.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, greedy

[awoo's solution](#)

694.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[awoo's solution](#)

695.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[awoo's solution](#)

696.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[awoo's solution](#)

697.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[awoo's solution](#)

698.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[awoo's solution](#)

699.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[awoo's solution](#)

700.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

701.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[awoo's solution](#)

702.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[awoo's solution](#)

703.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

704.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[awoo's solution](#)

705.

1848B

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

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[awoo's solution](#)

706.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[awoo's solution](#)

707.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

708.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2023-04-08 · Java 17 (first AC) · Tags: strings

[awoo's solution](#)

709.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[awoo's solution](#)

710.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[awoo's solution](#)

711.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[awoo's solution](#)

712.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[awoo's solution](#)

713.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

714.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[awoo's solution](#)

715.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[awoo's solution](#)

716.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[awoo's solution](#)

717.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[awoo's solution](#)

718.

1769C1

~~[A6XODD](#)~~ [A6XODD](#) [CD\\$C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, greedy

[awoo's solution](#)

719.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[awoo's solution](#)

720.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[awoo's solution](#)

721.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[awoo's solution](#)

722.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[awoo's solution](#)

723.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[awoo's solution](#)

724.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · last AC: 2022-03-08 · PyPy 3 (first AC) · Tags: greedy, hashing, implementation, sortings

[awoo's solution](#)

725.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[awoo's solution](#)

726.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

727.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

728.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[awoo's solution](#)

729.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[awoo's solution](#)

730.

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

731.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

732.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[awoo's solution](#)

733.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[awoo's solution](#)

734.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[awoo's solution](#)

735.

1527B1

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

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[awoo's solution](#)

736.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings

[awoo's solution](#)

737.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[awoo's solution](#)

738.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

739.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

740.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[awoo's solution](#)

741.

482A

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Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

742.

255B

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Quality: 5,459 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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743.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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744.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

745.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[awoo's solution](#)

746.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

747.

1392C

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Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

748.

940A

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Quality: 8,815 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

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749.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

750.

732C

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Quality: 10,171 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[awoo's solution](#)

751.

708A

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Quality: 9,800 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[awoo's solution](#)

752.

660A

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Quality: 10,297 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[awoo's solution](#)

753.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

754.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, strings

[awoo's solution](#)

755.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

756.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

757.

304A

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Quality: 12,039 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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758.

315B

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Quality: 7,721 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

759.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[awoo's solution](#)

760.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

761.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

762.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,179 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

763.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[awoo's solution](#)

764.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[awoo's solution](#)

765.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[awoo's solution](#)

766.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

767.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[awoo's solution](#)

768.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[awoo's solution](#)

769.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[awoo's solution](#)

770.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[awoo's solution](#)

771.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[awoo's solution](#)

772.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[awoo's solution](#)

773.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings
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774.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[awoo's solution](#)

775.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-01-05 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation
[awoo's solution](#)

776.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[awoo's solution](#)

777.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[awoo's solution](#)

778.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

779.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[awoo's solution](#)

780.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[awoo's solution](#)

781.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

782.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: *special, strings

[awoo's solution](#)

783.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[awoo's solution](#)

784.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

785.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[awoo's solution](#)

786.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: *special, greedy, two pointers

[awoo's solution](#)

787.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[awoo's solution](#)

788.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[awoo's solution](#)

789.

765C

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Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math

[awoo's solution](#)

790.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[awoo's solution](#)

791.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · MS C++ (first AC) · Tags: implementation, math

[awoo's solution](#)

792.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, sortings

[awoo's solution](#)

793.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

794.

683A

[The Check of the Point](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 1200 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, geometry

[awoo's solution](#)

795.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

796.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[awoo's solution](#)

797.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation

[awoo's solution](#)

798.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[awoo's solution](#)

799.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[awoo's solution](#)

800.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: —
[awoo's solution](#)

801.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math
[awoo's solution](#)

802.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[awoo's solution](#)

803.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · Python 3 (first AC) · Tags: implementation
[awoo's solution](#)

804.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[awoo's solution](#)

805.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation
[awoo's solution](#)

806.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, strings
[awoo's solution](#)

807.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2015-10-18 · PyPy 3 (first AC) · Tags: implementation
[awoo's solution](#)

808.

583B

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Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: greedy, implementation
[awoo's solution](#)

809.

569B

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Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: greedy, math
[awoo's solution](#)

810.

489A

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Quality: 10,587 global accepts · Rating: 1200 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[awoo's solution](#)

811.

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2015-09-13 · Python 3 (first AC) · Tags: brute force, implementation, math
[awoo's solution](#)

812.

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2015-08-31 · GNU C++11 (first AC) · Tags: greedy, implementation
[awoo's solution](#)

813.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-07-22 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[awoo's solution](#)

814.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2015-07-11 · Python 3 (first AC) · Tags: implementation, math
[awoo's solution](#)

815.

401B

[Sereja and Contests](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2015-07-08 · Python 3 (first AC) · Tags: greedy, implementation, math
[awoo's solution](#)

816.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2015-07-08 · Python 3 (first AC) · Tags: implementation
[awoo's solution](#)

817.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2015-07-07 · Python 3 (first AC) · Tags: implementation, sortings
[awoo's solution](#)

818.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2015-07-04 · Python 3 (first AC) · Tags: greedy, implementation, sortings
[awoo's solution](#)

819.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,865 global accepts · Rating: 1200 · first AC: 2015-06-24 · Python 3 (first AC) · Tags: brute force, greedy, strings
[awoo's solution](#)

820.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-06-18 · Python 3 (first AC) · Tags: implementation, math
[awoo's solution](#)

821.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2015-06-12 · Python 3 (first AC) · Tags: math, number theory

[awoo's solution](#)

822.

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-22 · Python 3 (first AC) · Tags: brute force, greedy, implementation, sortings

[awoo's solution](#)

823.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2015-04-23 · FPC (first AC) · Tags: brute force, greedy, implementation

[awoo's solution](#)

824.

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-14 · FPC (first AC) · Tags: *special, implementation

[awoo's solution](#)

825.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2015-03-07 · FPC (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[awoo's solution](#)

826.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2015-02-14 · FPC (first AC) · Tags: greedy, implementation

[awoo's solution](#)

827.

492B

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

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2014-12-01 · FPC (first AC) · Tags: binary search, implementation, math, sortings

[awoo's solution](#)

828.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2014-11-17 · FPC (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[awoo's solution](#)

829.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,795 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

830.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

831.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[awoo's solution](#)

832.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[awoo's solution](#)

833.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[awoo's solution](#)

834.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[awoo's solution](#)

835.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[awoo's solution](#)

836.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,213 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[awoo's solution](#)

837.

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[awoo's solution](#)

838.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

839.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[awoo's solution](#)

840.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[awoo's solution](#)

841.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, math

[awoo's solution](#)

842.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[awoo's solution](#)

843.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[awoo's solution](#)

844.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[awoo's solution](#)

845.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[awoo's solution](#)

846.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[awoo's solution](#)

847.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

848.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[awoo's solution](#)

849.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[awoo's solution](#)

850.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[awoo's solution](#)

851.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2020-08-13 · last AC: 2024-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[awoo's solution](#)

852.

1881D

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

Quality: 28,444 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[awoo's solution](#)

853.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[awoo's solution](#)

854.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[awoo's solution](#)

855.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[awoo's solution](#)

856.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

857.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[awoo's solution](#)

858.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[awoo's solution](#)

859.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[awoo's solution](#)

860.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[awoo's solution](#)

861.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[awoo's solution](#)

862.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[awoo's solution](#)

863.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[awoo's solution](#)

864.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[awoo's solution](#)

865.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[awoo's solution](#)

866.

1769C2

[A0700:0 CD\\$:C "•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp
[awoo's solution](#)

867.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[awoo's solution](#)

868.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[awoo's solution](#)

869.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[awoo's solution](#)

870.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[awoo's solution](#)

871.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[awoo's solution](#)

872.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[awoo's solution](#)

873.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[awoo's solution](#)

874.

1650D

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

Quality: 14,718 global accepts · Rating: 1300 · first AC: 2022-03-08 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math
[awoo's solution](#)

875.

1607D

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

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[awoo's solution](#)

876.

1603A

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

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

877.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[awoo's solution](#)

878.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[awoo's solution](#)

879.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[awoo's solution](#)

880.

1563A

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

Rating: 1300 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[awoo's solution](#)

881.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[awoo's solution](#)

882.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[awoo's solution](#)

883.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[awoo's solution](#)

884.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[awoo's solution](#)

885.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[awoo's solution](#)

886.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[awoo's solution](#)

887.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2020-12-31 · PyPy 3 (first AC) · Tags: binary search, combinatorics, two pointers
[awoo's solution](#)

888.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[awoo's solution](#)

889.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,191 global accepts · Rating: 1300 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation
[awoo's solution](#)

890.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[awoo's solution](#)

891.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[awoo's solution](#)

892.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[awoo's solution](#)

893.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,657 global accepts · Rating: 1300 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[awoo's solution](#)

894.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[awoo's solution](#)

895.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[awoo's solution](#)

896.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[awoo's solution](#)

897.

39H

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

Quality: 3,127 global accepts · Rating: 1300 · first AC: 2020-08-15 · PyPy 3 (first AC) · Tags: implementation
[awoo's solution](#)

898.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[awoo's solution](#)

899.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[awoo's solution](#)

900.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[awoo's solution](#)

901.

876B

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

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[awoo's solution](#)

902.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[awoo's solution](#)

903.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,284 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[awoo's solution](#)

904.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

905.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[awoo's solution](#)

906.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

907.

332A

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Quality: 3,725 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

908.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,572 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[awoo's solution](#)

909.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

910.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[awoo's solution](#)

911.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[awoo's solution](#)

912.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[awoo's solution](#)

913.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[awoo's solution](#)

914.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[awoo's solution](#)

915.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[awoo's solution](#)

916.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[awoo's solution](#)

917.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

918.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

919.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[awoo's solution](#)

920.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[awoo's solution](#)

921.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-08-06 · Ruby (first AC) · Tags: binary search, flows, greedy, sortings

[awoo's solution](#)

922.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[awoo's solution](#)

923.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[awoo's solution](#)

924.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[awoo's solution](#)

925.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[awoo's solution](#)

926.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[awoo's solution](#)

927.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[awoo's solution](#)

928.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

929.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[awoo's solution](#)

930.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

931.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force

[awoo's solution](#)

932.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[awoo's solution](#)

933.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[awoo's solution](#)

934.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math
[awoo's solution](#)

935.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms
[awoo's solution](#)

936.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: greedy, sortings
[awoo's solution](#)

937.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, implementation
[awoo's solution](#)

938.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[awoo's solution](#)

939.

770B

[Maximize Sum of Digits](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: *special, implementation, math
[awoo's solution](#)

940.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[awoo's solution](#)

941.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation
[awoo's solution](#)

942.

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory
[awoo's solution](#)

943.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: brute force, implementation
[awoo's solution](#)

944.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs
[awoo's solution](#)

945.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

946.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

947.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[awoo's solution](#)

948.

640A

[Lazy Caterer Sequence](#) · [Tutorial](#)

Rating: 1300 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[awoo's solution](#)

949.

635B

[Island Puzzle](#) · [Tutorial](#)

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950.

633B

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951.

628C

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952.

628B

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953.

630N

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954.

630F

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955.

626B

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956.

625C

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957.

621B

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958.

617B

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959.

611B

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960.

610B

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961.

612A

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962.

600B

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963.

598B

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588B

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586B

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476B

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579B

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572B

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574C

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971.

567B

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459B

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478B

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318B

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976.

58B

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158D

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215B

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545D

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312B

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981.

519C

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988.

2173C

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2162D

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2126E

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1967B1

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1965A

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1951C

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1855C1

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1007.

1838C

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1893A

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1009.

534B

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1830A

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1833D

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1012.

1800E1

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1790E

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1014.

1769B2

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1758C

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1017.

1733D1

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1018.

1654C

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1019.

1648A

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1628A

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1548A

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1551B2

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1540A

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1515C

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1461B

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1425F

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937B

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843A

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1034.

79B

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1035.

226A

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1263C

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1037.

417C

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1038.

359B

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1041.

816B

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1042.

802J1

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1043.

748C

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652A

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1046.

505B

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1047.

45I

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1048.

445B

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417B

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Quality: 2,026 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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413C

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[awoo's solution](#)

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331A1

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[awoo's solution](#)

1052.

315A

[Sereja and Bottles](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[awoo's solution](#)

1053.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,943 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[awoo's solution](#)

1054.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[awoo's solution](#)

1055.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1056.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,551 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

1057.

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[awoo's solution](#)

1058.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[awoo's solution](#)

1059.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[awoo's solution](#)

1060.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[awoo's solution](#)

1061.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[awoo's solution](#)

1062.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

1063.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[awoo's solution](#)

1064.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[awoo's solution](#)

1065.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[awoo's solution](#)

1066.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[awoo's solution](#)

1067.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[awoo's solution](#)

1068.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[awoo's solution](#)

1069.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[awoo's solution](#)

1070.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[awoo's solution](#)

1071.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[awoo's solution](#)

1072.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[awoo's solution](#)

1073.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[awoo's solution](#)

1074.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[awoo's solution](#)

1075.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,847 global accepts · Rating: 1400 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy
[awoo's solution](#)

1076.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[awoo's solution](#)

1077.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[awoo's solution](#)

1078.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[awoo's solution](#)

1079.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[awoo's solution](#)

1080.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,201 global accepts · Rating: 1400 · first AC: 2017-10-06 · last AC: 2019-02-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[awoo's solution](#)

1081.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[awoo's solution](#)

1082.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[awoo's solution](#)

1083.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[awoo's solution](#)

1084.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2018-05-30 · PyPy 2 (first AC) · Tags: brute force, dp, implementation
[awoo's solution](#)

1085.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[awoo's solution](#)

1086.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math
[awoo's solution](#)

1087.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[awoo's solution](#)

1088.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[awoo's solution](#)

1089.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp
[awoo's solution](#)

1090.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation
[awoo's solution](#)

1091.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math
[awoo's solution](#)

1092.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: *special, implementation

[awoo's solution](#)

1093.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[awoo's solution](#)

1094.

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

1095.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[awoo's solution](#)

1096.

714C

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

Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[awoo's solution](#)

1097.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

1098.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: brute force, dp

[awoo's solution](#)

1099.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

1100.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings

[awoo's solution](#)

1101.

683D

[Chocolate Bar](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 1400 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special, math

[awoo's solution](#)

1102.

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[awoo's solution](#)

1103.

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[awoo's solution](#)

1104.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[awoo's solution](#)

1105.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2016-02-23 · GNU C++11 (first AC) · Tags: combinatorics, math

[awoo's solution](#)

1106.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-18 · Python 3 (first AC) · Tags: implementation, math

[awoo's solution](#)

1107.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: implementation, math

[awoo's solution](#)

1108.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1400 · first AC: 2015-12-03 · PyPy 3 (first AC) · Tags: binary search, greedy

[awoo's solution](#)

1109.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[awoo's solution](#)

1110.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2015-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[awoo's solution](#)

1111.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2015-10-18 · PyPy 3 (first AC) · Tags: greedy, implementation, two pointers

[awoo's solution](#)

1112.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[awoo's solution](#)

1113.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · last AC: 2015-09-29 · Python 3 (first AC) · Tags: implementation, math, sortings

[awoo's solution](#)

1114.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2015-09-07 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation

[awoo's solution](#)

1115.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2015-07-11 · Python 3 (first AC) · Tags: binary search, brute force, implementation

[awoo's solution](#)

1116.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2015-07-10 · Python 3 (first AC) · Tags: combinatorics, math

[awoo's solution](#)

1117.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-07-09 · Python 3 (first AC) · Tags: greedy, implementation, strings

[awoo's solution](#)

1118.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2015-07-09 · Python 3 (first AC) · Tags: greedy, sortings

[awoo's solution](#)

1119.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2015-07-08 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[awoo's solution](#)

1120.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2015-07-07 · Python 3 (first AC) · Tags: greedy, sortings

[awoo's solution](#)

1121.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2015-07-07 · Python 3 (first AC) · Tags: brute force, implementation

[awoo's solution](#)

1122.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2015-06-29 · Python 3 (first AC) · Tags: sortings

[awoo's solution](#)

1123.

493B

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

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2015-06-28 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

1124.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,394 global accepts · Rating: 1400 · first AC: 2015-06-08 · Python 3 (first AC) · Tags: *special, data structures, implementation

[awoo's solution](#)

1125.

550B

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

Quality: 27,461 global accepts · Rating: 1400 · first AC: 2015-06-04 · Python 3 (first AC) · Tags: bitmasks, brute force

[awoo's solution](#)

1126.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · Python 3 (first AC) · Tags: brute force, dfs and similar, games

[awoo's solution](#)

1127.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-07 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

1128.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-27 · Python 3 (first AC) · Tags: brute force, implementation

[awoo's solution](#)

1129.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · Python 3 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[awoo's solution](#)

1130.

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-14 · FPC (first AC) · Tags: *special, greedy

[awoo's solution](#)

1131.

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2015-02-17 · FPC (first AC) · Tags: greedy, math, sortings

[awoo's solution](#)

1132.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2015-02-14 · FPC (first AC) · Tags: brute force, data structures, geometry, implementation, math

[awoo's solution](#)

1133.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · FPC (first AC) · Tags: brute force

[awoo's solution](#)

1134.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2014-11-17 · FPC (first AC) · Tags: dp, greedy, implementation

[awoo's solution](#)

1135.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,303 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[awoo's solution](#)

1136.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[awoo's solution](#)

1137.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

1138.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[awoo's solution](#)

1139.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[awoo's solution](#)

1140.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[awoo's solution](#)

1141.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[awoo's solution](#)

1142.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[awoo's solution](#)

1143.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[awoo's solution](#)

1144.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[awoo's solution](#)

1145.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[awoo's solution](#)

1146.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[awoo's solution](#)

1147.

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

[awoo's solution](#)

1148.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[awoo's solution](#)

1149.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[awoo's solution](#)

1150.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[awoo's solution](#)

1151.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[awoo's solution](#)

1152.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[awoo's solution](#)

1153.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[awoo's solution](#)

1154.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy,

sortings

[awoo's solution](#)

1155.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,695 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

1156.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

1157.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[awoo's solution](#)

1158.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[awoo's solution](#)

1159.

1163B1

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

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[awoo's solution](#)

1160.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

1161.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[awoo's solution](#)

1162.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2023-04-08 · Haskell (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

1163.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[awoo's solution](#)

1164.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[awoo's solution](#)

1165.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[awoo's solution](#)

1166.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

1167.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[awoo's solution](#)

1168.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[awoo's solution](#)

1169.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[awoo's solution](#)

1170.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[awoo's solution](#)

1171.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[awoo's solution](#)

1172.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[awoo's solution](#)

1173.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[awoo's solution](#)

1174.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[awoo's solution](#)

1175.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers
[awoo's solution](#)

1176.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[awoo's solution](#)

1177.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[awoo's solution](#)

1178.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[awoo's solution](#)

1179.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[awoo's solution](#)

1180.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[awoo's solution](#)

1181.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[awoo's solution](#)

1182.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[awoo's solution](#)

1183.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[awoo's solution](#)

1184.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[awoo's solution](#)

1185.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees
[awoo's solution](#)

1186.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[awoo's solution](#)

1187.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[awoo's solution](#)

1188.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[awoo's solution](#)

1189.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[awoo's solution](#)

1190.

1416A

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

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[awoo's solution](#)

1191.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math
[awoo's solution](#)

1192.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings, two pointers
[awoo's solution](#)

1193.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[awoo's solution](#)

1194.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[awoo's solution](#)

1195.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[awoo's solution](#)

1196.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[awoo's solution](#)

1197.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[awoo's solution](#)

1198.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[awoo's solution](#)

1199.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[awoo's solution](#)

1200.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[awoo's solution](#)

1201.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[awoo's solution](#)

1202.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[awoo's solution](#)

1203.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[awoo's solution](#)

1204.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[awoo's solution](#)

1205.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[awoo's solution](#)

1206.

868C

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

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[awoo's solution](#)

1207.

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,558 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[awoo's solution](#)

1208.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

1209.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[awoo's solution](#)

1210.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[awoo's solution](#)

1211.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1212.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[awoo's solution](#)

1213.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[awoo's solution](#)

1214.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[awoo's solution](#)

1215.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math

[awoo's solution](#)

1216.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,804 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[awoo's solution](#)

1217.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[awoo's solution](#)

1218.

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

1219.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[awoo's solution](#)

1220.

342B

[Xenia and Spies](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[awoo's solution](#)

1221.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[awoo's solution](#)

1222.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[awoo's solution](#)

1223.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

1224.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1225.

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

1226.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[awoo's solution](#)

1227.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, strings
[awoo's solution](#)

1228.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[awoo's solution](#)

1229.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[awoo's solution](#)

1230.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[awoo's solution](#)

1231.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[awoo's solution](#)

1232.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[awoo's solution](#)

1233.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[awoo's solution](#)

1234.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[awoo's solution](#)

1235.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[awoo's solution](#)

1236.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[awoo's solution](#)

1237.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[awoo's solution](#)

1238.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

1239.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[awoo's solution](#)

1240.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[awoo's solution](#)

1241.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

1242.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[awoo's solution](#)

1243.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[awoo's solution](#)

1244.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[awoo's solution](#)

1245.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

1246.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-16 · PyPy 3 (first AC) · Tags: dp, implementation

[awoo's solution](#)

1247.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp

[awoo's solution](#)

1248.

204B

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

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[awoo's solution](#)

1249.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[awoo's solution](#)

1250.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[awoo's solution](#)

1251.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[awoo's solution](#)

1252.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-16 · PyPy 2 (first AC) · Tags: greedy, implementation, strings

[awoo's solution](#)

1253.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[awoo's solution](#)

1254.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[awoo's solution](#)

1255.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[awoo's solution](#)

1256.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

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1257.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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1258.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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1259.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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1260.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

1261.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-13 · PascalABC.NET (first AC) · Tags: greedy, two pointers

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1262.

1012A

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Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

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1263.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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1264.

997A

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Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[awoo's solution](#)

1265.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1266.

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[awoo's solution](#)

1267.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[awoo's solution](#)

1268.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[awoo's solution](#)

1269.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[awoo's solution](#)

1270.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[awoo's solution](#)

1271.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp
[awoo's solution](#)

1272.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy
[awoo's solution](#)

1273.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-06-25 · MS C# (first AC) · Tags: data structures, greedy, trees
[awoo's solution](#)

1274.

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: implementation, math, sortings
[awoo's solution](#)

1275.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · MS C++ (first AC) · Tags: constructive algorithms, greedy
[awoo's solution](#)

1276.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs
[awoo's solution](#)

1277.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, implementation
[awoo's solution](#)

1278.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[awoo's solution](#)

1279.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[awoo's solution](#)

1280.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[awoo's solution](#)

1281.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: dfs and similar

[awoo's solution](#)

1282.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: greedy

[awoo's solution](#)

1283.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: greedy

[awoo's solution](#)

1284.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[awoo's solution](#)

1285.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory

[awoo's solution](#)

1286.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,798 global accepts · Rating: 1500 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[awoo's solution](#)

1287.

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[awoo's solution](#)

1288.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[awoo's solution](#)

1289.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[awoo's solution](#)

1290.

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: *special, dfs and similar, strings

[awoo's solution](#)

1291.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: math, number theory

[awoo's solution](#)

1292.

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: brute force, dp

[awoo's solution](#)

1293.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: greedy

[awoo's solution](#)

1294.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-15 · Python 3 (first AC) · Tags: brute force, implementation

[awoo's solution](#)

1295.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[awoo's solution](#)

1296.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

1297.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-10-16 · Python 3 (first AC) · Tags: implementation, math

[awoo's solution](#)

1298.

588C

[Duff and Weight Lifting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

1299.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[awoo's solution](#)

1300.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: implementation, math

[awoo's solution](#)

1301.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,932 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[awoo's solution](#)

1302.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,487 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[awoo's solution](#)

1303.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2015-09-13 · Python 3 (first AC) · Tags: hashing, implementation

[awoo's solution](#)

1304.

577C

[Vasya and Petya's Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, number theory

[awoo's solution](#)

1305.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,864 global accepts · Rating: 1500 · first AC: 2015-09-07 · PyPy 3 (first AC) · Tags: binary search, implementation

[awoo's solution](#)

1306.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-08-31 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[awoo's solution](#)

1307.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2015-07-10 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[awoo's solution](#)

1308.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2015-07-10 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[awoo's solution](#)

1309.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2015-07-10 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

1310.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2015-07-09 · Python 3 (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[awoo's solution](#)

1311.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2015-07-09 · Python 3 (first AC) · Tags: dp, greedy

[awoo's solution](#)

1312.

402C

[Searching for Graph](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1500 · first AC: 2015-07-07 · Python 3 (first AC) · Tags: brute force, constructive algorithms, graphs

[awoo's solution](#)

1313.

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2015-07-03 · Python 3 (first AC) · Tags: sortings

[awoo's solution](#)

1314.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[awoo's solution](#)

1315.

556C

[Case of Matryoshkas](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-27 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

1316.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2015-06-04 · Python 3 (first AC) · Tags: brute force, dp, math

[awoo's solution](#)

1317.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2015-06-04 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[awoo's solution](#)

1318.

530C

[Diophantine equation](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[awoo's solution](#)

1319.

530A

[Quadratic equation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 1500 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[awoo's solution](#)

1320.

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-14 · FPC (first AC) · Tags: *special, implementation

[awoo's solution](#)

1321.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-13 · FPC (first AC) · Tags: greedy, implementation

[awoo's solution](#)

1322.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[awoo's solution](#)

1323.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[awoo's solution](#)

1324.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[awoo's solution](#)

1325.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[awoo's solution](#)

1326.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[awoo's solution](#)

1327.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[awoo's solution](#)

1328.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[awoo's solution](#)

1329.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[awoo's solution](#)

1330.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[awoo's solution](#)

1331.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

1332.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[awoo's solution](#)

1333.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities
[awoo's solution](#)

1334.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[awoo's solution](#)

1335.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
[awoo's solution](#)

1336.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[awoo's solution](#)

1337.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[awoo's solution](#)

1338.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[awoo's solution](#)

1339.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
[awoo's solution](#)

1340.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
[awoo's solution](#)

1341.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[awoo's solution](#)

1342.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive
[awoo's solution](#)

1343.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[awoo's solution](#)

1344.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

1345.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[awoo's solution](#)

1346.

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[awoo's solution](#)

1347.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[awoo's solution](#)

1348.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[awoo's solution](#)

1349.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[awoo's solution](#)

1350.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[awoo's solution](#)

1351.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[awoo's solution](#)

1352.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[awoo's solution](#)

1353.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[awoo's solution](#)

1354.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1600 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[awoo's solution](#)

1355.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[awoo's solution](#)

1356.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[awoo's solution](#)

1357.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[awoo's solution](#)

1358.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[awoo's solution](#)

1359.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1360.

1603B

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

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

[awoo's solution](#)

1361.

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[awoo's solution](#)

1362.

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[awoo's solution](#)

1363.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[awoo's solution](#)

1364.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[awoo's solution](#)

1365.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[awoo's solution](#)

1366.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[awoo's solution](#)

1367.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math

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1368.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[awoo's solution](#)

1369.

1528A

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

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

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1370.

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

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1371.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[awoo's solution](#)

1372.

1503A

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Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

1373.

1498C

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Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[awoo's solution](#)

1374.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[awoo's solution](#)

1375.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[awoo's solution](#)

1376.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, greedy
[awoo's solution](#)

1377.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2020-12-31 · PyPy 3 (first AC) · Tags: greedy, implementation
[awoo's solution](#)

1378.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[awoo's solution](#)

1379.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[awoo's solution](#)

1380.

916C

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

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[awoo's solution](#)

1381.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers
[awoo's solution](#)

1382.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[awoo's solution](#)

1383.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[awoo's solution](#)

1384.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[awoo's solution](#)

1385.

209A

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

Quality: 2,849 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[awoo's solution](#)

1386.

154A

[Homework](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

1387.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[awoo's solution](#)

1388.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1389.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[awoo's solution](#)

1390.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1391.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[awoo's solution](#)

1392.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[awoo's solution](#)

1393.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

1394.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

1395.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[awoo's solution](#)

1396.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[awoo's solution](#)

1397.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

1398.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

1399.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[awoo's solution](#)

1400.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing

[awoo's solution](#)

1401.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[awoo's solution](#)

1402.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

1403.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

1404.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[awoo's solution](#)

1405.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

1406.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

1407.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[awoo's solution](#)

1408.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[awoo's solution](#)

1409.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[awoo's solution](#)

1410.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms

[awoo's solution](#)

1411.

314A

[Sereja and Contest](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1412.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

1413.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,230 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

1414.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[awoo's solution](#)

1415.

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[awoo's solution](#)

1416.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[awoo's solution](#)

1417.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[awoo's solution](#)

1418.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

1419.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2020-08-10 · last AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[awoo's solution](#)

1420.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

1421.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[awoo's solution](#)

1422.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[awoo's solution](#)

1423.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[awoo's solution](#)

1424.

1336A

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

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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1425.

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[awoo's solution](#)

1426.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[awoo's solution](#)

1427.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

1428.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: trees

[awoo's solution](#)

1429.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[awoo's solution](#)

1430.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

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1431.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[awoo's solution](#)

1432.

830B

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Quality: 3,055 global accepts · Rating: 1600 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

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1433.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 1600 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

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1434.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[awoo's solution](#)

1435.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[awoo's solution](#)

1436.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1437.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1438.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[awoo's solution](#)

1439.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[awoo's solution](#)

1440.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[awoo's solution](#)

1441.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[awoo's solution](#)

1442.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[awoo's solution](#)

1443.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

1444.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

1445.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[awoo's solution](#)

1446.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

1447.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[awoo's solution](#)

1448.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[awoo's solution](#)

1449.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[awoo's solution](#)

1450.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[awoo's solution](#)

1451.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[awoo's solution](#)

1452.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[awoo's solution](#)

1453.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[awoo's solution](#)

1454.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-02 · Python 3 (first AC) · Tags: implementation

[awoo's solution](#)

1455.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[awoo's solution](#)

1456.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[awoo's solution](#)

1457.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy

[awoo's solution](#)

1458.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[awoo's solution](#)

1459.

476C

[Dreamoon and Sums](#) · [Tutorial](#)

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2018-02-28 · GNU C++11 (first AC) · Tags: math

[awoo's solution](#)

1460.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[awoo's solution](#)

1461.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[awoo's solution](#)

1462.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[awoo's solution](#)

1463.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[awoo's solution](#)

1464.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[awoo's solution](#)

1465.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers

[awoo's solution](#)

1466.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, two pointers

[awoo's solution](#)

1467.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · Python 3 (first AC) · Tags: binary search, math

[awoo's solution](#)

1468.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees
[awoo's solution](#)

1469.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[awoo's solution](#)

1470.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2015-09-07 · last AC: 2017-02-19 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[awoo's solution](#)

1471.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[awoo's solution](#)

1472.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[awoo's solution](#)

1473.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[awoo's solution](#)

1474.

168C

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

Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: implementation, math

[awoo's solution](#)

1475.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[awoo's solution](#)

1476.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[awoo's solution](#)

1477.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2016-12-07 · FPC (first AC) · Tags: implementation

[awoo's solution](#)

1478.

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[awoo's solution](#)

1479.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[awoo's solution](#)

1480.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing

[awoo's solution](#)

1481.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[awoo's solution](#)

1482.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings

[awoo's solution](#)

1483.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[awoo's solution](#)

1484.

683C

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

Quality: 335 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[awoo's solution](#)

1485.

683B

[The Teacher of Physical Education](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 1600 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[awoo's solution](#)

1486.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[awoo's solution](#)

1487.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

1488.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[awoo's solution](#)

1489.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[awoo's solution](#)

1490.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy

[awoo's solution](#)

1491.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[awoo's solution](#)

1492.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[awoo's solution](#)

1493.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

1494.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: dp, graphs

[awoo's solution](#)

1495.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2016-01-11 · last AC: 2016-01-11 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[awoo's solution](#)

1496.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: dfs and similar

[awoo's solution](#)

1497.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-11 · PyPy 3 (first AC) · Tags: geometry, math

[awoo's solution](#)

1498.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2015-12-09 · last AC: 2015-12-11 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

1499.

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

1500.

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-03 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy, math

[awoo's solution](#)

1501.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-30 · PyPy 3 (first AC) · Tags: implementation, strings

[awoo's solution](#)

1502.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs

[awoo's solution](#)

1503.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: sortings

[awoo's solution](#)

1504.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: binary search, math

[awoo's solution](#)

1505.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-12 · Python 3 (first AC) · Tags: math

[awoo's solution](#)

1506.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1600 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[awoo's solution](#)

1507.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: geometry, sortings

[awoo's solution](#)

1508.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2015-10-21 · last AC: 2015-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[awoo's solution](#)

1509.

524A

[A\\$>CtK C&C, C\\$K Ct=C 5D\\$5 DôBC,,E C'NCD5C"ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

1510.

373C

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[awoo's solution](#)

1511.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2015-09-13 · Python 3 (first AC) · Tags: implementation, math

[awoo's solution](#)

1512.

560C

[Gerald's Hexagon](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-22 · Python 3 (first AC) · Tags: geometry

[awoo's solution](#)

1513.

447C

[DZY Loves Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-13 · Python 3 (first AC) · Tags: dp

[awoo's solution](#)

1514.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2015-07-10 · Python 3 (first AC) · Tags: dp, implementation, trees

[awoo's solution](#)

1515.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2015-07-09 · Python 3 (first AC) · Tags: greedy, math, sortings

[awoo's solution](#)

1516.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2015-07-09 · Python 3 (first AC) · Tags: constructive algorithms, strings

[awoo's solution](#)

1517.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-07-09 · Python 3 (first AC) · Tags: constructive algorithms, data structures, implementation

[awoo's solution](#)

1518.

318C

[Perfect Pair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-07-02 · Python 3 (first AC) · Tags: greedy, math

[awoo's solution](#)

1519.

334C

[Secrets](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-06-29 · Python 3 (first AC) · Tags: math

[awoo's solution](#)

1520.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2015-06-28 · Python 3 (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[awoo's solution](#)

1521.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-27 · Python 3 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[awoo's solution](#)

1522.

530D

[Set subtraction](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[awoo's solution](#)

1523.

530B

[String inside out](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 1600 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special

[awoo's solution](#)

1524.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2014-12-13 · FPC (first AC) · Tags: math, number theory

[awoo's solution](#)

1525.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[awoo's solution](#)

1526.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

1527.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[awoo's solution](#)

1528.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[awoo's solution](#)

1529.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[awoo's solution](#)

1530.

2124D

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

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

[awoo's solution](#)

1531.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[awoo's solution](#)

1532.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[awoo's solution](#)

1533.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[awoo's solution](#)

1534.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[awoo's solution](#)

1535.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[awoo's solution](#)

1536.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, strings

[awoo's solution](#)

1537.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[awoo's solution](#)

1538.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[awoo's solution](#)

1539.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[awoo's solution](#)

1540.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[awoo's solution](#)

1541.

2053D

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

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

[awoo's solution](#)

1542.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[awoo's solution](#)

1543.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[awoo's solution](#)

1544.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[awoo's solution](#)

1545.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[awoo's solution](#)

1546.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[awoo's solution](#)

1547.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[awoo's solution](#)

1548.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[awoo's solution](#)

1549.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[awoo's solution](#)

1550.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[awoo's solution](#)

1551.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[awoo's solution](#)

1552.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2023-09-29 · FPC (first AC) · Tags: implementation, math

[awoo's solution](#)

1553.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

1554.

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[awoo's solution](#)

1555.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[awoo's solution](#)

1556.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[awoo's solution](#)

1557.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[awoo's solution](#)

1558.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[awoo's solution](#)

1559.

1822G1

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

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[awoo's solution](#)

1560.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[awoo's solution](#)

1561.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[awoo's solution](#)

1562.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[awoo's solution](#)

1563.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[awoo's solution](#)

1564.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[awoo's solution](#)

1565.

1770C

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

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1566.

1693B

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1567.

1687B

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1568.

1684D

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1569.

1660F1

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1570.

1658C

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1571.

1628B

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1572.

1621C

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1573.

1608C

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1574.

1594D

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1575.

1586C

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1576.

1074A

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1577.

327C

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1578.

1462E2

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1579.

1551D1

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1580.

1478C

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1581.

1528B

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1582.

1503B

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1583.

1479A

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1584.

1468F

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1585.

1491C

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1586.

382C

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1587.

1474C

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1588.

1467B

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1589.

798C

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1590.

105A

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1591.

260C

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1592.

1451D

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1593.

1434B

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1594.

1422C

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Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
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1595.

449A

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1596.

183A

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1597.

148C

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1598.

1041D

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1599.

518D

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1600.

1392D

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1601.

732D

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1602.

1333C

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1603.

896A

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84C

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1605.

747E

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1606.

698B

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1607.

678D

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1608.

627A

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1609.

590A

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1610.

498A

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1611.

457A

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1612.

360A

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1613.

331B1

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1614.

297A

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1615.

294B

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1616.

269B

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1617.

219D

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1618.

202B

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1619.

161B

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1620.

156A

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1621.

1210A

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1622.

1204C

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1623.

1185D

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1624.

1185C2

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1625.

1141E

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1626.

1131F

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1627.

106D

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1628.

1068C

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1629.

917B

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1630.

1019A

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1631.

1383A

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1632.

1381A2

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1633.

1368D

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1634.

789B

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1635.

734D

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1636.

486C

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1637.

1365D

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1638.

490C

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1639.

176B

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1640.

1361A

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1641.

281B

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1642.

198A

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1643.

14C

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1644.

140A

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1645.

183B

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1646.

203D

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1647.

630Q

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1648.

850A

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[awoo's solution](#)

1649.

1216C

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Quality: 10,362 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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1650.

1237C1

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Quality: 6,302 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

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1651.

1153C

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1652.

1336B

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[awoo's solution](#)

1653.

1329B

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Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[awoo's solution](#)

1654.

288C

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[awoo's solution](#)

1655.

1310A

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[awoo's solution](#)

1656.

533C

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[awoo's solution](#)

1657.

827A

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Quality: 4,332 global accepts · Rating: 1700 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[awoo's solution](#)

1658.

691D

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Quality: 6,554 global accepts · Rating: 1700 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[awoo's solution](#)

1659.

451C

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[awoo's solution](#)

1660.

1292B

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Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[awoo's solution](#)

1661.

1280A

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Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

1662.

439D

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Quality: 6,852 global accepts · Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[awoo's solution](#)

1663.

1254A

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[awoo's solution](#)

1664.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[awoo's solution](#)

1665.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[awoo's solution](#)

1666.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
[awoo's solution](#)

1667.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[awoo's solution](#)

1668.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[awoo's solution](#)

1669.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[awoo's solution](#)

1670.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[awoo's solution](#)

1671.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
[awoo's solution](#)

1672.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[awoo's solution](#)

1673.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · last AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[awoo's solution](#)

1674.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[awoo's solution](#)

1675.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[awoo's solution](#)

1676.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[awoo's solution](#)

1677.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[awoo's solution](#)

1678.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: math, number theory

[awoo's solution](#)

1679.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

1680.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[awoo's solution](#)

1681.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[awoo's solution](#)

1682.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: data structures, trees

[awoo's solution](#)

1683.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: dp

[awoo's solution](#)

1684.

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[awoo's solution](#)

1685.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[awoo's solution](#)

1686.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1687.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: math

[awoo's solution](#)

1688.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[awoo's solution](#)

1689.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[awoo's solution](#)

1690.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: *special

[awoo's solution](#)

1691.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[awoo's solution](#)

1692.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[awoo's solution](#)

1693.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[awoo's solution](#)

1694.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, strings

[awoo's solution](#)

1695.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math

[awoo's solution](#)

1696.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings

[awoo's solution](#)

1697.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[awoo's solution](#)

1698.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[awoo's solution](#)

1699.

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: implementation, strings

[awoo's solution](#)

1700.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2016-12-09 · last AC: 2016-12-16 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[awoo's solution](#)

1701.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2016-12-07 · FPC (first AC) · Tags: *special, implementation

[awoo's solution](#)

1702.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

1703.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[awoo's solution](#)

1704.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[awoo's solution](#)

1705.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[awoo's solution](#)

1706.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[awoo's solution](#)

1707.

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

1708.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

1709.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math

[awoo's solution](#)

1710.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · PyPy 3 (first AC) · Tags: *special, implementation

[awoo's solution](#)

1711.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[awoo's solution](#)

1712.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, sortings

[awoo's solution](#)

1713.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings

[awoo's solution](#)

1714.

635D

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[awoo's solution](#)

1715.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[awoo's solution](#)

1716.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[awoo's solution](#)

1717.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

1718.

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: graphs

[awoo's solution](#)

1719.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[awoo's solution](#)

1720.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2015-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[awoo's solution](#)

1721.

586D

[Phillip and Trains](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[awoo's solution](#)

1722.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[awoo's solution](#)

1723.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[awoo's solution](#)

1724.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2015-09-28 · last AC: 2015-09-29 · Python 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[awoo's solution](#)

1725.

524B

[BD>D\\$> CÔ0 CÔ0CÄ0D\\$1](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: dp, greedy

[awoo's solution](#)

1726.

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[awoo's solution](#)

1727.

579C

[A Problem about Polyline](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: binary search, math

[awoo's solution](#)

1728.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[awoo's solution](#)

1729.

560D

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

Rating: 1700 · first AC: 2015-09-13 · last AC: 2015-09-13 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[awoo's solution](#)

1730.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[awoo's solution](#)

1731.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[awoo's solution](#)

1732.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings
[awoo's solution](#)

1733.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
[awoo's solution](#)

1734.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2015-07-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation
[awoo's solution](#)

1735.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2015-07-04 · Python 3 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[awoo's solution](#)

1736.

530E

[Sum and product](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 1700 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special
[awoo's solution](#)

1737.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2015-03-28 · FPC (first AC) · Tags: *special, graph matchings, implementation, trees
[awoo's solution](#)

1738.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2015-03-28 · FPC (first AC) · Tags: *special
[awoo's solution](#)

1739.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,632 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[awoo's solution](#)

1740.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[awoo's solution](#)

1741.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[awoo's solution](#)

1742.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[awoo's solution](#)

1743.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[awoo's solution](#)

1744.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[awoo's solution](#)

1745.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[awoo's solution](#)

1746.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[awoo's solution](#)

1747.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[awoo's solution](#)

1748.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: math, ternary search

[awoo's solution](#)

1749.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[awoo's solution](#)

1750.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[awoo's solution](#)

1751.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[awoo's solution](#)

1752.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2020-08-13 · last AC: 2024-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[awoo's solution](#)

1753.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[awoo's solution](#)

1754.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[awoo's solution](#)

1755.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[awoo's solution](#)

1756.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[awoo's solution](#)

1757.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2023-09-29 · last AC: 2023-09-29 · FPC (first AC) · Tags: binary search, implementation, math, sortings

[awoo's solution](#)

1758.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[awoo's solution](#)

1759.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[awoo's solution](#)

1760.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[awoo's solution](#)

1761.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[awoo's solution](#)

1762.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[awoo's solution](#)

1763.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[awoo's solution](#)

1764.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[awoo's solution](#)

1765.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[awoo's solution](#)

1766.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

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1767.

1780D

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Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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1768.

1077E

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Quality: 5,094 global accepts · Rating: 1800 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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1769.

1781D

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1770.

1775D

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1771.

1768D

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Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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1772.

1769D1

[A,3D0G! CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp

[awoo's solution](#)

1773.

1758D

[Range = " SumTutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

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1774.

1725H

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Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

1775.

1725M

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Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[awoo's solution](#)

1776.

1729E

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Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

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1777.

1718A1

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Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

1778.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[awoo's solution](#)

1779.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[awoo's solution](#)

1780.

1083A

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Quality: 6,272 global accepts · Rating: 1800 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[awoo's solution](#)

1781.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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1782.

1648B

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Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[awoo's solution](#)

1783.

1637D

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Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[awoo's solution](#)

1784.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[awoo's solution](#)

1785.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

1786.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[awoo's solution](#)

1787.

1586D

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Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[awoo's solution](#)

1788.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[awoo's solution](#)

1789.

1548B

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Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[awoo's solution](#)

1790.

603B

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

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[awoo's solution](#)

1791.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[awoo's solution](#)

1792.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[awoo's solution](#)

1793.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

1794.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[awoo's solution](#)

1795.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[awoo's solution](#)

1796.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[awoo's solution](#)

1797.

1491D

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

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[awoo's solution](#)

1798.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

1799.

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[awoo's solution](#)

1800.

1466E

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

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[awoo's solution](#)

1801.

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities

[awoo's solution](#)

1802.

67B

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Quality: 944 global accepts · Rating: 1800 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

1803.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[awoo's solution](#)

1804.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[awoo's solution](#)

1805.

45J

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Quality: 1,073 global accepts · Rating: 1800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

1806.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[awoo's solution](#)

1807.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[awoo's solution](#)

1808.

1442A

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Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[awoo's solution](#)

1809.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

1810.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

1811.

252B

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Quality: 1,876 global accepts · Rating: 1800 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[awoo's solution](#)

1812.

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

1813.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[awoo's solution](#)

1814.

1005E1

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

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[awoo's solution](#)

1815.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[awoo's solution](#)

1816.

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

1817.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[awoo's solution](#)

1818.

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[awoo's solution](#)

1819.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[awoo's solution](#)

1820.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[awoo's solution](#)

1821.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

1822.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[awoo's solution](#)

1823.

869C

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Quality: 5,204 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[awoo's solution](#)

1824.

827B

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Quality: 3,697 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees
[awoo's solution](#)

1825.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[awoo's solution](#)

1826.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[awoo's solution](#)

1827.

794C

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Quality: 3,327 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[awoo's solution](#)

1828.

77B

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Quality: 2,867 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[awoo's solution](#)

1829.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings
[awoo's solution](#)

1830.

727D

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Quality: 2,075 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy
[awoo's solution](#)

1831.

700B

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Quality: 4,641 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[awoo's solution](#)

1832.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
[awoo's solution](#)

1833.

665D

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Quality: 4,175 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

number theory

[awoo's solution](#)

1834.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[awoo's solution](#)

1835.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings, two pointers

[awoo's solution](#)

1836.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[awoo's solution](#)

1837.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[awoo's solution](#)

1838.

440C

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Quality: 1,139 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer

[awoo's solution](#)

1839.

436C

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Quality: 2,887 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, trees

[awoo's solution](#)

1840.

420B

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Quality: 1,172 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1841.

37B

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Quality: 1,095 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

1842.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[awoo's solution](#)

1843.

33C

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Quality: 3,579 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

1844.

325B

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Quality: 1,674 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[awoo's solution](#)

1845.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[awoo's solution](#)

1846.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[awoo's solution](#)

1847.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[awoo's solution](#)

1848.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities
[awoo's solution](#)

1849.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees
[awoo's solution](#)

1850.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[awoo's solution](#)

1851.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math
[awoo's solution](#)

1852.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
[awoo's solution](#)

1853.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: 1800 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[awoo's solution](#)

1854.

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation
[awoo's solution](#)

1855.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math
[awoo's solution](#)

1856.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, trees
[awoo's solution](#)

1857.

1030D

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

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory
[awoo's solution](#)

1858.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[awoo's solution](#)

1859.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers
[awoo's solution](#)

1860.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[awoo's solution](#)

1861.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[awoo's solution](#)

1862.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[awoo's solution](#)

1863.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[awoo's solution](#)

1864.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings
[awoo's solution](#)

1865.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[awoo's solution](#)

1866.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[awoo's solution](#)

1867.

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

[awoo's solution](#)

1868.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[awoo's solution](#)

1869.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[awoo's solution](#)

1870.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[awoo's solution](#)

1871.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[awoo's solution](#)

1872.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[awoo's solution](#)

1873.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[awoo's solution](#)

1874.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[awoo's solution](#)

1875.

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[awoo's solution](#)

1876.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[awoo's solution](#)

1877.

1225D

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Quality: 10,047 global accepts · Rating: 1800 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[awoo's solution](#)

1878.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[awoo's solution](#)

1879.

433C

[Ryouko's Memory Note](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[awoo's solution](#)

1880.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[awoo's solution](#)

1881.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[awoo's solution](#)

1882.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[awoo's solution](#)

1883.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[awoo's solution](#)

1884.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

1885.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1800 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation,

number theory

[awoo's solution](#)

1886.

200D

[Programming Language](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, expression parsing, implementation

[awoo's solution](#)

1887.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

1888.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[awoo's solution](#)

1889.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, greedy, implementation

[awoo's solution](#)

1890.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[awoo's solution](#)

1891.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

1892.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[awoo's solution](#)

1893.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

1894.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[awoo's solution](#)

1895.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[awoo's solution](#)

1896.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[awoo's solution](#)

1897.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[awoo's solution](#)

1898.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[awoo's solution](#)

1899.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
[awoo's solution](#)

1900.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[awoo's solution](#)

1901.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[awoo's solution](#)

1902.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers
[awoo's solution](#)

1903.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-02 · Python 3 (first AC) · Tags: *special, probabilities
[awoo's solution](#)

1904.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees
[awoo's solution](#)

1905.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings
[awoo's solution](#)

1906.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[awoo's solution](#)

1907.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[awoo's solution](#)

1908.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[awoo's solution](#)

1909.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[awoo's solution](#)

1910.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[awoo's solution](#)

1911.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, math

[awoo's solution](#)

1912.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[awoo's solution](#)

1913.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: *special, implementation

[awoo's solution](#)

1914.

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: data structures, expression parsing, greedy

[awoo's solution](#)

1915.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[awoo's solution](#)

1916.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[awoo's solution](#)

1917.

168D

[Wizards and Huge Prize](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[awoo's solution](#)

1918.

263D

[Cycle in Graph](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1800 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[awoo's solution](#)

1919.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[awoo's solution](#)

1920.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[awoo's solution](#)

1921.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[awoo's solution](#)

1922.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · MS C++ (first AC) · Tags: data structures, greedy

[awoo's solution](#)

1923.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[awoo's solution](#)

1924.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · last AC: 2016-09-30 · GNU C++11 (first AC) · Tags: dp, graphs

[awoo's solution](#)

1925.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[awoo's solution](#)

1926.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

1927.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[awoo's solution](#)

1928.

683E

[Hammer throwing](#) · [Tutorial](#)

Quality: 202 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[awoo's solution](#)

1929.

683F

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

Quality: 168 global accepts · Rating: 1800 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[awoo's solution](#)

1930.

641C

[Little Artem and Dance](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[awoo's solution](#)

1931.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[awoo's solution](#)

1932.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: geometry, math

[awoo's solution](#)

1933.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[awoo's solution](#)

1934.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[awoo's solution](#)

1935.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[awoo's solution](#)

1936.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-11-03 · Python 3 (first AC) · Tags: math

[awoo's solution](#)

1937.

586C

[Gennady the Dentist](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: implementation

[awoo's solution](#)

1938.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[awoo's solution](#)

1939.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2015-09-22 · last AC: 2015-09-22 · GNU C++11 (first AC) · Tags: bitmasks, dp

[awoo's solution](#)

1940.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 1800 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[awoo's solution](#)

1941.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2015-07-09 · Python 3 (first AC) · Tags: greedy

[awoo's solution](#)

1942.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2015-06-09 · Python 3 (first AC) · Tags: brute force

[awoo's solution](#)

1943.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-08 · FPC (first AC) · Tags: bitmasks, divide and conquer, math

[awoo's solution](#)

1944.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,894 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[awoo's solution](#)

1945.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[awoo's solution](#)

1946.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[awoo's solution](#)

1947.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[awoo's solution](#)

1948.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[awoo's solution](#)

1949.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[awoo's solution](#)

1950.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[awoo's solution](#)

1951.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[awoo's solution](#)

1952.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[awoo's solution](#)

1953.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, number theory

[awoo's solution](#)

1954.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[awoo's solution](#)

1955.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[awoo's solution](#)

1956.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[awoo's solution](#)

1957.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[awoo's solution](#)

1958.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[awoo's solution](#)

1959.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[awoo's solution](#)

1960.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · PyPy 3 (first AC) · Tags: brute force, expression parsing, strings

[awoo's solution](#)

1961.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[awoo's solution](#)

1962.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[awoo's solution](#)

1963.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[awoo's solution](#)

1964.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[awoo's solution](#)

1965.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[awoo's solution](#)

1966.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[awoo's solution](#)

1967.

104730E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

1968.

1855C2

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

Rating: 1900 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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1969.

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings
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1970.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
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1971.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[awoo's solution](#)

1972.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers
[awoo's solution](#)

1973.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
[awoo's solution](#)

1974.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[awoo's solution](#)

1975.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
[awoo's solution](#)

1976.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings
[awoo's solution](#)

1977.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp
[awoo's solution](#)

1978.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[awoo's solution](#)

1979.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[awoo's solution](#)

1980.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[awoo's solution](#)

1981.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[awoo's solution](#)

1982.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
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1983.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math
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1984.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings
[awoo's solution](#)

1985.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[awoo's solution](#)

1986.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[awoo's solution](#)

1987.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[awoo's solution](#)

1988.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation
[awoo's solution](#)

1989.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[awoo's solution](#)

1990.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[awoo's solution](#)

1991.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[awoo's solution](#)

1992.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees

[awoo's solution](#)

1993.

1563B

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

1994.

41E

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1995.

258B

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[awoo's solution](#)

1996.

1545B

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Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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1997.

1547F

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Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

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1998.

1527B2

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Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[awoo's solution](#)

1999.

1477B

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Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[awoo's solution](#)

2000.

1483B

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Rating: 1900 · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[awoo's solution](#)

2001.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[awoo's solution](#)

2002.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[awoo's solution](#)

2003.

1495B

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Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[awoo's solution](#)

2004.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[awoo's solution](#)

2005.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-11 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

2006.

1470B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[awoo's solution](#)

2007.

67D

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Quality: 1,777 global accepts · Rating: 1900 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

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2008.

5C

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Quality: 18,071 global accepts · Rating: 1900 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

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2009.

45C

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Quality: 1,147 global accepts · Rating: 1900 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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2010.

404D

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Quality: 2,467 global accepts · Rating: 1900 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

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2011.

38D

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Quality: 1,075 global accepts · Rating: 1900 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

2012.

14D

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Quality: 5,284 global accepts · Rating: 1900 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

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2013.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[awoo's solution](#)

2014.

1434A

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Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

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2015.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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2016.

1423B

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Quality: 2,105 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[awoo's solution](#)

2017.

914D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

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2018.

909E

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Quality: 2,462 global accepts · Rating: 1900 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

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2019.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

2020.

717D

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Quality: 1,584 global accepts · Rating: 1900 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: games, matrices, probabilities
[awoo's solution](#)

2021.

691E

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Quality: 3,090 global accepts · Rating: 1900 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: matrices
[awoo's solution](#)

2022.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[awoo's solution](#)

2023.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy
[awoo's solution](#)

2024.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees
[awoo's solution](#)

2025.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory
[awoo's solution](#)

2026.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers
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2027.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[awoo's solution](#)

2028.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures
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2029.

257D

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Quality: 1,719 global accepts · Rating: 1900 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[awoo's solution](#)

2030.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[awoo's solution](#)

2031.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[awoo's solution](#)

2032.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2020-08-19 · PyPy 3 (first AC) · Tags: dp, math, probabilities

[awoo's solution](#)

2033.

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities

[awoo's solution](#)

2034.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[awoo's solution](#)

2035.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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2036.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

2037.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[awoo's solution](#)

2038.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[awoo's solution](#)

2039.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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2040.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

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2041.

865B

[Ordering Pizza](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search
[awoo's solution](#)

2042.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[awoo's solution](#)

2043.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees
[awoo's solution](#)

2044.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[awoo's solution](#)

2045.

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[awoo's solution](#)

2046.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[awoo's solution](#)

2047.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[awoo's solution](#)

2048.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths
[awoo's solution](#)

2049.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[awoo's solution](#)

2050.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[awoo's solution](#)

2051.

488B

[Candy Boxes](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[awoo's solution](#)

2052.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[awoo's solution](#)

2053.

457B

[Distributed Join](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

2054.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation, two pointers

[awoo's solution](#)

2055.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[awoo's solution](#)

2056.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[awoo's solution](#)

2057.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[awoo's solution](#)

2058.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[awoo's solution](#)

2059.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy

[awoo's solution](#)

2060.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2020-08-13 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[awoo's solution](#)

2061.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[awoo's solution](#)

2062.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[awoo's solution](#)

2063.

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[awoo's solution](#)

2064.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, math

[awoo's solution](#)

2065.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[awoo's solution](#)

2066.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[awoo's solution](#)

2067.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[awoo's solution](#)

2068.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

2069.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[awoo's solution](#)

2070.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[awoo's solution](#)

2071.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[awoo's solution](#)**2072.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[awoo's solution](#)**2073.**

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[awoo's solution](#)**2074.**

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[awoo's solution](#)**2075.**

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[awoo's solution](#)**2076.**

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, geometry, sortings

[awoo's solution](#)**2077.**

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, sortings

[awoo's solution](#)**2078.**

250D

[Building Bridge](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, ternary search, two pointers

[awoo's solution](#)**2079.**

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[awoo's solution](#)**2080.**

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[awoo's solution](#)**2081.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms,

geometry, interactive

[awoo's solution](#)

2082.

1032D

[Barcelonian Distance](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[awoo's solution](#)

2083.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math

[awoo's solution](#)

2084.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[awoo's solution](#)

2085.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[awoo's solution](#)

2086.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[awoo's solution](#)

2087.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[awoo's solution](#)

2088.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[awoo's solution](#)

2089.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[awoo's solution](#)

2090.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[awoo's solution](#)

2091.

336B

[Vasily the Bear and Fly](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

2092.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

2093.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[awoo's solution](#)

2094.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[awoo's solution](#)

2095.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[awoo's solution](#)

2096.

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[awoo's solution](#)

2097.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

2098.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2020-02-12 · last AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[awoo's solution](#)

2099.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[awoo's solution](#)

2100.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[awoo's solution](#)

2101.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[awoo's solution](#)

2102.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[awoo's solution](#)

2103.

529B

[Group Photo 2 \(online mirror version\)](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 1900 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[awoo's solution](#)

2104.

137D

[Palindromes](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 1900 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[awoo's solution](#)

2105.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[awoo's solution](#)

2106.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[awoo's solution](#)

2107.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[awoo's solution](#)

2108.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[awoo's solution](#)

2109.

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

2110.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[awoo's solution](#)

2111.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[awoo's solution](#)

2112.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2019-08-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[awoo's solution](#)

2113.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[awoo's solution](#)

2114.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, trees
[awoo's solution](#)

2115.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation
[awoo's solution](#)

2116.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[awoo's solution](#)

2117.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[awoo's solution](#)

2118.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · last AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings
[awoo's solution](#)

2119.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[awoo's solution](#)

2120.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[awoo's solution](#)

2121.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[awoo's solution](#)

2122.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[awoo's solution](#)

2123.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[awoo's solution](#)

2124.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

2125.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

2126.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

2127.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[awoo's solution](#)

2128.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[awoo's solution](#)

2129.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[awoo's solution](#)

2130.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

[awoo's solution](#)

2131.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[awoo's solution](#)

2132.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[awoo's solution](#)

2133.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: data structures, trees

[awoo's solution](#)

2134.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[awoo's solution](#)

2135.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp

[awoo's solution](#)

2136.

69D

[Dot](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 1900 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[awoo's solution](#)

2137.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[awoo's solution](#)

2138.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1900 · first AC: 2018-04-02 · Python 3 (first AC) · Tags: *special, brute force, interactive

[awoo's solution](#)

2139.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[awoo's solution](#)

2140.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp

[awoo's solution](#)

2141.

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, graphs, implementation

[awoo's solution](#)

2142.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: *special, strings, trees

[awoo's solution](#)

2143.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[awoo's solution](#)

2144.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[awoo's solution](#)

2145.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[awoo's solution](#)

2146.

820D

[Mister B and PR Shifts](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-06-27 · last AC: 2017-06-27 · GNU C++11 (first AC) · Tags: implementation, math

[awoo's solution](#)

2147.

784D

[Touchy-Feely Palindromes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 1900 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: *special, implementation

[awoo's solution](#)

2148.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: *special, implementation

[awoo's solution](#)

2149.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2017-03-17 · GNU C++11 (first AC) · Tags: dp

[awoo's solution](#)

2150.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-10 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[awoo's solution](#)

2151.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · last AC: 2017-03-05 · GNU C++11 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[awoo's solution](#)

2152.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[awoo's solution](#)

2153.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[awoo's solution](#)

2154.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[awoo's solution](#)

2155.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2016-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[awoo's solution](#)

2156.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[awoo's solution](#)

2157.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1900 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[awoo's solution](#)

2158.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: binary search, math

[awoo's solution](#)

2159.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[awoo's solution](#)

2160.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy

[awoo's solution](#)

2161.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[awoo's solution](#)

2162.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[awoo's solution](#)

2163.

683G

[The Fraction](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 1900 · first AC: 2016-06-16 · Kotlin 1.4 (first AC) · Tags: *special

[awoo's solution](#)

2164.

640B

[Seasons](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[awoo's solution](#)

2165.

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2016-04-02 · Python 3 (first AC) · Tags: *special

[awoo's solution](#)

2166.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-02 · Python 3 (first AC) · Tags: *special

[awoo's solution](#)

2167.

656G

[You're a Professional](#) · [Tutorial](#)

Quality: 512 global accepts · Rating: 1900 · first AC: 2016-04-02 · Python 3 (first AC) · Tags: *special

[awoo's solution](#)

2168.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2016-02-12 · Python 3 (first AC) · Tags: implementation, strings

[awoo's solution](#)

2169.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[awoo's solution](#)

2170.

614C

[Peter and Snow Blower](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: geometry

[awoo's solution](#)

2171.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-10-19 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[awoo's solution](#)

2172.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2015-10-19 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[awoo's solution](#)

2173.

583D

[Once Again...](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-10-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[awoo's solution](#)

2174.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[awoo's solution](#)

2175.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2015-06-08 · Python 3 (first AC) · Tags: greedy

[awoo's solution](#)

2176.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[awoo's solution](#)

2177.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[awoo's solution](#)

2178.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[awoo's solution](#)

2179.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[awoo's solution](#)

2180.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[awoo's solution](#)

2181.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[awoo's solution](#)

2182.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[awoo's solution](#)

2183.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2025-04-12 · PyPy 3-64 (first AC) · Tags: implementation

[awoo's solution](#)

2184.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[awoo's solution](#)

2185.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy,

implementation, math

[awoo's solution](#)

2186.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[awoo's solution](#)

2187.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[awoo's solution](#)

2188.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[awoo's solution](#)

2189.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[awoo's solution](#)

2190.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[awoo's solution](#)

2191.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[awoo's solution](#)

2192.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[awoo's solution](#)

2193.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[awoo's solution](#)

2194.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[awoo's solution](#)

2195.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[awoo's solution](#)

2196.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

2197.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[awoo's solution](#)

2198.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[awoo's solution](#)

2199.

447D

[DZY Loves Modification](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[awoo's solution](#)

2200.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[awoo's solution](#)

2201.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[awoo's solution](#)

2202.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

2203.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[awoo's solution](#)

2204.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[awoo's solution](#)

2205.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[awoo's solution](#)

2206.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[awoo's solution](#)

2207.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[awoo's solution](#)

2208.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[awoo's solution](#)

2209.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[awoo's solution](#)

2210.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[awoo's solution](#)

2211.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

2212.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[awoo's solution](#)

2213.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[awoo's solution](#)

2214.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[awoo's solution](#)

2215.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[awoo's solution](#)

2216.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[awoo's solution](#)

2217.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[awoo's solution](#)

2218.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[awoo's solution](#)

2219.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[awoo's solution](#)

2220.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

2221.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[awoo's solution](#)

2222.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[awoo's solution](#)

2223.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[awoo's solution](#)

2224.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[awoo's solution](#)

2225.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[awoo's solution](#)

2226.

1563C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

2227.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[awoo's solution](#)

2228.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[awoo's solution](#)

2229.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[awoo's solution](#)

2230.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[awoo's solution](#)

2231.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[awoo's solution](#)

2232.

451D

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

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

2233.

433D

[Nanami's Digital Board](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2000 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[awoo's solution](#)

2234.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[awoo's solution](#)

2235.

314B

[Sereja and Periods](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, strings

[awoo's solution](#)

2236.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, graphs,

greedy, implementation

[awoo's solution](#)

2237.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[awoo's solution](#)

2238.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

2239.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[awoo's solution](#)

2240.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[awoo's solution](#)

2241.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[awoo's solution](#)

2242.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[awoo's solution](#)

2243.

45E

[Director](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

2244.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

2245.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[awoo's solution](#)

2246.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[awoo's solution](#)

2247.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

2248.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

2249.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[awoo's solution](#)

2250.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[awoo's solution](#)

2251.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[awoo's solution](#)

2252.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[awoo's solution](#)

2253.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2000 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[awoo's solution](#)

2254.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[awoo's solution](#)

2255.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[awoo's solution](#)

2256.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[awoo's solution](#)

2257.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[awoo's solution](#)

2258.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive
[awoo's solution](#)

2259.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[awoo's solution](#)

2260.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2020-08-17 · last AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[awoo's solution](#)

2261.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[awoo's solution](#)

2262.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[awoo's solution](#)

2263.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[awoo's solution](#)

2264.

877E

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

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[awoo's solution](#)

2265.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[awoo's solution](#)

2266.

843B

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

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities
[awoo's solution](#)

2267.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[awoo's solution](#)

2268.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

2269.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[awoo's solution](#)

2270.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[awoo's solution](#)

2271.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[awoo's solution](#)

2272.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[awoo's solution](#)

2273.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[awoo's solution](#)

2274.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[awoo's solution](#)

2275.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[awoo's solution](#)

2276.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

2277.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[awoo's solution](#)

2278.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[awoo's solution](#)

2279.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search

[awoo's solution](#)

2280.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[awoo's solution](#)

2281.

39A

[C++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, greedy

[awoo's solution](#)

2282.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[awoo's solution](#)

2283.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[awoo's solution](#)

2284.

176C

[Playing with Superglue](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms

[awoo's solution](#)

2285.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[awoo's solution](#)

2286.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[awoo's solution](#)

2287.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[awoo's solution](#)

2288.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[awoo's solution](#)

2289.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[awoo's solution](#)

2290.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[awoo's solution](#)

2291.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[awoo's solution](#)

2292.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[awoo's solution](#)

2293.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[awoo's solution](#)

2294.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[awoo's solution](#)

2295.

401D

[Roman and Numbers](#) · [Tutorial](#)

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory
[awoo's solution](#)

2296.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[awoo's solution](#)

2297.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
[awoo's solution](#)

2298.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[awoo's solution](#)

2299.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[awoo's solution](#)

2300.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[awoo's solution](#)

2301.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees
[awoo's solution](#)

2302.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · last AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers
[awoo's solution](#)

2303.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[awoo's solution](#)

2304.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
[awoo's solution](#)

2305.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[awoo's solution](#)

2306.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[awoo's solution](#)

2307.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[awoo's solution](#)

2308.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[awoo's solution](#)

2309.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[awoo's solution](#)

2310.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[awoo's solution](#)

2311.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[awoo's solution](#)

2312.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[awoo's solution](#)

2313.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[awoo's solution](#)

2314.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

2315.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

2316.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[awoo's solution](#)

2317.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[awoo's solution](#)

2318.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[awoo's solution](#)**2319.**

34E

[Collisions](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2000 · first AC: 2018-12-07 · last AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[awoo's solution](#)**2320.**

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[awoo's solution](#)**2321.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[awoo's solution](#)**2322.**

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[awoo's solution](#)**2323.**

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[awoo's solution](#)**2324.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[awoo's solution](#)**2325.**

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2018-05-17 · last AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[awoo's solution](#)**2326.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[awoo's solution](#)**2327.**

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[awoo's solution](#)

2328.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math
[awoo's solution](#)

2329.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math
[awoo's solution](#)

2330.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: combinatorics, dp
[awoo's solution](#)

2331.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp
[awoo's solution](#)

2332.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[awoo's solution](#)

2333.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
[awoo's solution](#)

2334.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp
[awoo's solution](#)

2335.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-02 · Python 3 (first AC) · Tags: *special
[awoo's solution](#)

2336.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[awoo's solution](#)

2337.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, shortest paths
[awoo's solution](#)

2338.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2017-11-28 · last AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures
[awoo's solution](#)

2339.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[awoo's solution](#)

2340.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: data structures, schedules
[awoo's solution](#)

2341.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,714 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[awoo's solution](#)

2342.

807D

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy
[awoo's solution](#)

2343.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy
[awoo's solution](#)

2344.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: *special
[awoo's solution](#)

2345.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: *special, brute force, implementation
[awoo's solution](#)

2346.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: *special
[awoo's solution](#)

2347.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dp, games
[awoo's solution](#)

2348.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[awoo's solution](#)

2349.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[awoo's solution](#)

2350.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[awoo's solution](#)

2351.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[awoo's solution](#)

2352.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-23 · last AC: 2016-10-23 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[awoo's solution](#)

2353.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[awoo's solution](#)

2354.

640C

[Array Sum](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-10 · J (first AC) · Tags: *special

[awoo's solution](#)

2355.

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2016-04-02 · Python 3 (first AC) · Tags: *special

[awoo's solution](#)

2356.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special

[awoo's solution](#)

2357.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: dp

[awoo's solution](#)

2358.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[awoo's solution](#)

2359.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: brute force, math

[awoo's solution](#)

2360.

556D

[Case of Fugitive](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[awoo's solution](#)

2361.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2015-06-09 · Python 3 (first AC) · Tags: greedy, strings

[awoo's solution](#)

2362.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

2363.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[awoo's solution](#)

2364.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[awoo's solution](#)

2365.

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[awoo's solution](#)

2366.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[awoo's solution](#)

2367.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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689D

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1761D

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1775E

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1729G

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1666J

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1637E

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852D

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802J2

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793D

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77C

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746G

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576B

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2462.

1365F

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Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[awoo's solution](#)

2463.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[awoo's solution](#)

2464.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[awoo's solution](#)

2465.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[awoo's solution](#)

2466.

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[awoo's solution](#)

2467.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2020-05-06 · last AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[awoo's solution](#)

2468.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

2469.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[awoo's solution](#)

2470.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[awoo's solution](#)

2471.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force,

implementation, sortings

[awoo's solution](#)

2472.

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[awoo's solution](#)

2473.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[awoo's solution](#)

2474.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[awoo's solution](#)

2475.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[awoo's solution](#)

2476.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[awoo's solution](#)

2477.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[awoo's solution](#)

2478.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[awoo's solution](#)

2479.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[awoo's solution](#)

2480.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[awoo's solution](#)

2481.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[awoo's solution](#)

2482.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · last AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[awoo's solution](#)

2483.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[awoo's solution](#)

2484.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[awoo's solution](#)

2485.

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[awoo's solution](#)

2486.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[awoo's solution](#)

2487.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[awoo's solution](#)

2488.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[awoo's solution](#)

2489.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

2490.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[awoo's solution](#)

2491.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[awoo's solution](#)

2492.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[awoo's solution](#)

2493.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[awoo's solution](#)

2494.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[awoo's solution](#)

2495.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[awoo's solution](#)

2496.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-25 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[awoo's solution](#)

2497.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[awoo's solution](#)

2498.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry

[awoo's solution](#)

2499.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[awoo's solution](#)

2500.

220C

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

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

2501.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[awoo's solution](#)

2502.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

2503.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[awoo's solution](#)

2504.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[awoo's solution](#)

2505.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[awoo's solution](#)

2506.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[awoo's solution](#)

2507.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[awoo's solution](#)

2508.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[awoo's solution](#)

2509.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2018-01-02 · last AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[awoo's solution](#)

2510.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: data structures

[awoo's solution](#)

2511.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

2512.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · last AC: 2017-05-26 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle

[awoo's solution](#)

2513.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[awoo's solution](#)

2514.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[awoo's solution](#)

2515.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[awoo's solution](#)

2516.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: math, number theory

[awoo's solution](#)

2517.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[awoo's solution](#)

2518.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[awoo's solution](#)

2519.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[awoo's solution](#)

2520.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2017-02-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[awoo's solution](#)

2521.

763B

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

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[awoo's solution](#)

2522.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: greedy, two pointers

[awoo's solution](#)

2523.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-19 · MS C++ (first AC) · Tags: greedy, sortings

[awoo's solution](#)

2524.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dp

[awoo's solution](#)

2525.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2016-04-02 · Python 3 (first AC) · Tags: *special

[awoo's solution](#)

2526.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[awoo's solution](#)

2527.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[awoo's solution](#)

2528.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[awoo's solution](#)

2529.

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: greedy, math

[awoo's solution](#)

2530.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · Python 3 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[awoo's solution](#)

2531.

530H

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

Quality: 129 global accepts · Rating: 2100 · first AC: 2015-03-28 · Picat (first AC) · Tags: *special, geometry

[awoo's solution](#)

2532.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[awoo's solution](#)

2533.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[awoo's solution](#)

2534.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[awoo's solution](#)

2535.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[awoo's solution](#)

2536.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[awoo's solution](#)

2537.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[awoo's solution](#)

2538.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[awoo's solution](#)

2539.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[awoo's solution](#)

2540.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[awoo's solution](#)

2541.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[awoo's solution](#)

2542.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · last AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[awoo's solution](#)

2543.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[awoo's solution](#)

2544.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[awoo's solution](#)

2545.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[awoo's solution](#)

2546.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[awoo's solution](#)

2547.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[awoo's solution](#)

2548.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[awoo's solution](#)

2549.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[awoo's solution](#)

2550.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[awoo's solution](#)

2551.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[awoo's solution](#)

2552.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[awoo's solution](#)

2553.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[awoo's solution](#)

2554.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[awoo's solution](#)

2555.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[awoo's solution](#)

2556.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[awoo's solution](#)

2557.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[awoo's solution](#)

2558.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[awoo's solution](#)

2559.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[awoo's solution](#)

2560.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[awoo's solution](#)

2561.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · last AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[awoo's solution](#)

2562.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[awoo's solution](#)

2563.

1769D2

[A..3D000H CT2DôBCαC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-05 · last AC: 2022-12-11 · PyPy 3 (first AC) · Tags: *special, brute force
[awoo's solution](#)

2564.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers
[awoo's solution](#)

2565.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[awoo's solution](#)

2566.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[awoo's solution](#)

2567.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
[awoo's solution](#)

2568.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation
[awoo's solution](#)

2569.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[awoo's solution](#)

2570.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[awoo's solution](#)

2571.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[awoo's solution](#)

2572.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[awoo's solution](#)

2573.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[awoo's solution](#)

2574.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

2575.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[awoo's solution](#)

2576.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[awoo's solution](#)

2577.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[awoo's solution](#)

2578.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[awoo's solution](#)

2579.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[awoo's solution](#)

2580.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[awoo's solution](#)

2581.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[awoo's solution](#)

2582.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[awoo's solution](#)

2583.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[awoo's solution](#)

2584.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[awoo's solution](#)

2585.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[awoo's solution](#)

2586.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[awoo's solution](#)

2587.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[awoo's solution](#)

2588.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[awoo's solution](#)

2589.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory, trees

[awoo's solution](#)

2590.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-20 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, math

[awoo's solution](#)

2591.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[awoo's solution](#)

2592.

36C

[Bowls](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2200 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[awoo's solution](#)

2593.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[awoo's solution](#)

2594.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[awoo's solution](#)

2595.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[awoo's solution](#)

2596.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[awoo's solution](#)

2597.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[awoo's solution](#)

2598.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[awoo's solution](#)

2599.

45B

[School](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu

[awoo's solution](#)

2600.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

2601.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[awoo's solution](#)

2602.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[awoo's solution](#)

2603.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[awoo's solution](#)

2604.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[awoo's solution](#)

2605.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

2606.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[awoo's solution](#)

2607.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

2608.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[awoo's solution](#)

2609.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[awoo's solution](#)

2610.

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

2611.

773C

[Prairie Partition](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[awoo's solution](#)

2612.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[awoo's solution](#)

2613.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[awoo's solution](#)

2614.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[awoo's solution](#)

2615.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[awoo's solution](#)

2616.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory
[awoo's solution](#)

2617.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[awoo's solution](#)

2618.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[awoo's solution](#)

2619.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[awoo's solution](#)

2620.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[awoo's solution](#)

2621.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[awoo's solution](#)

2622.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: games
[awoo's solution](#)

2623.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[awoo's solution](#)

2624.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[awoo's solution](#)

2625.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[awoo's solution](#)

2626.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[awoo's solution](#)

2627.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

2628.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[awoo's solution](#)

2629.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[awoo's solution](#)

2630.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[awoo's solution](#)

2631.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[awoo's solution](#)

2632.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

2633.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, geometry, trees

[awoo's solution](#)

2634.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[awoo's solution](#)

2635.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[awoo's solution](#)

2636.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[awoo's solution](#)

2637.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[awoo's solution](#)

2638.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

2639.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[awoo's solution](#)

2640.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[awoo's solution](#)

2641.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[awoo's solution](#)

2642.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[awoo's solution](#)

2643.

385D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, geometry

[awoo's solution](#)

2644.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers
[awoo's solution](#)

2645.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[awoo's solution](#)

2646.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[awoo's solution](#)

2647.

387D

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings
[awoo's solution](#)

2648.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[awoo's solution](#)

2649.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-12-12 · PyPy 3 (first AC) · Tags: dp, trees
[awoo's solution](#)

2650.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[awoo's solution](#)

2651.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[awoo's solution](#)

2652.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-20 · last AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp
[awoo's solution](#)

2653.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings
[awoo's solution](#)

2654.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

2655.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[awoo's solution](#)

2656.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[awoo's solution](#)

2657.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[awoo's solution](#)

2658.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search

[awoo's solution](#)

2659.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[awoo's solution](#)

2660.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2019-05-09 · last AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[awoo's solution](#)

2661.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[awoo's solution](#)

2662.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, sortings

[awoo's solution](#)

2663.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[awoo's solution](#)

2664.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[awoo's solution](#)

2665.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[awoo's solution](#)

2666.

618D

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

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[awoo's solution](#)

2667.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[awoo's solution](#)

2668.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp
[awoo's solution](#)

2669.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[awoo's solution](#)

2670.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[awoo's solution](#)

2671.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[awoo's solution](#)

2672.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[awoo's solution](#)

2673.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[awoo's solution](#)

2674.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[awoo's solution](#)

2675.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

2676.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, probabilities, sortings

[awoo's solution](#)

2677.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[awoo's solution](#)

2678.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[awoo's solution](#)

2679.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[awoo's solution](#)

2680.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[awoo's solution](#)

2681.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[awoo's solution](#)

2682.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[awoo's solution](#)

2683.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[awoo's solution](#)

2684.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar,

implementation, number theory

[awoo's solution](#)

2685.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

2686.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[awoo's solution](#)

2687.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[awoo's solution](#)

2688.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

2689.

958B2

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

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[awoo's solution](#)

2690.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[awoo's solution](#)

2691.

952G

[Puzzling Language](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2200 · first AC: 2018-04-02 · Python 3 (first AC) · Tags: *special, constructive algorithms

[awoo's solution](#)

2692.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: dp

[awoo's solution](#)

2693.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

2694.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-19 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[awoo's solution](#)

2695.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-21 · GNU C++11 (first AC) · Tags: binary search, interactive
[awoo's solution](#)

2696.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[awoo's solution](#)

2697.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees
[awoo's solution](#)

2698.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, data structures
[awoo's solution](#)

2699.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy
[awoo's solution](#)

2700.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers
[awoo's solution](#)

2701.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[awoo's solution](#)

2702.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
[awoo's solution](#)

2703.

661G

[Hungarian Notation](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 2200 · first AC: 2016-04-10 · J (first AC) · Tags: *special
[awoo's solution](#)

2704.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[awoo's solution](#)

2705.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: binary search, two pointers

[awoo's solution](#)

2706.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[awoo's solution](#)

2707.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[awoo's solution](#)

2708.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[awoo's solution](#)

2709.

2124F1

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

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

[awoo's solution](#)

2710.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[awoo's solution](#)

2711.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[awoo's solution](#)

2712.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[awoo's solution](#)

2713.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[awoo's solution](#)

2714.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[awoo's solution](#)

2715.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[awoo's solution](#)

2716.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[awoo's solution](#)

2717.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy

[awoo's solution](#)

2718.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[awoo's solution](#)

2719.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[awoo's solution](#)

2720.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[awoo's solution](#)

2721.

1943C

[Tree Compass](#) · [Tutorial](#)

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

[awoo's solution](#)

2722.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[awoo's solution](#)

2723.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[awoo's solution](#)

2724.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[awoo's solution](#)

2725.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[awoo's solution](#)

2726.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[awoo's solution](#)

2727.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[awoo's solution](#)

2728.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[awoo's solution](#)

2729.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[awoo's solution](#)

2730.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[awoo's solution](#)

2731.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[awoo's solution](#)

2732.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[awoo's solution](#)

2733.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[awoo's solution](#)

2734.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2020-08-13 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

brute force, data structures, implementation

[awoo's solution](#)

2735.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[awoo's solution](#)

2736.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[awoo's solution](#)

2737.

1769D3

[A..3D001CT2DôBCαC III](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-11 · PyPy 3 (first AC) · Tags: *special, brute force

[awoo's solution](#)

2738.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[awoo's solution](#)

2739.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[awoo's solution](#)

2740.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

2741.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[awoo's solution](#)

2742.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[awoo's solution](#)

2743.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[awoo's solution](#)

2744.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[awoo's solution](#)

2745.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[awoo's solution](#)

2746.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[awoo's solution](#)

2747.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[awoo's solution](#)

2748.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[awoo's solution](#)

2749.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[awoo's solution](#)

2750.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

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2751.

1322C

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2752.

1268C

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2753.

1552E

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1553F

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2755.

1528C

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2756.

509F

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Quality: 1,183 global accepts · Rating: 2300 · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

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2757.

1495C

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Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

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2758.

793C

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2759.

584E

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2760.

429C

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313E

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2762.

268D

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2763.

1453E

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Quality: 2,226 global accepts · Rating: 2300 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

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2764.

723F

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2765.

1200F

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2766.

203E

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2767.

62D

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2768.

36D

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2769.

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42D

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2772.

44I

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2773.

1422D

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1425D

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1408F

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2776.

727F

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2777.

898F

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[awoo's solution](#)

2779.

558E

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2780.

558D

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2781.

294E

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2782.

1404C

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2783.

1204E

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1396C

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491C

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802G3

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768F

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2788.

732F

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727E

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677D

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629E

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600E

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590D

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451E

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37D

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362E

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1228E

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1394B

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213D

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111D

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123D

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87D

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2804.

126D

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414D

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425D

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2808.

438D

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383D

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677E

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891C

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510E

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78E

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1250E

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877F

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1254C

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786B

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2823.

1172C1

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711E

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444B

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212B

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500E

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2835.

403D

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2836.

1151F

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1004D

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1139D

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2839.

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2840.

432E

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364C

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2843.

142C

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2845.

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2846.

1062E

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2847.

489E

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2848.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[awoo's solution](#)

2849.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[awoo's solution](#)

2850.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2018-06-16 · last AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[awoo's solution](#)

2851.

488E

[Prefix Product Sequence](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

2852.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[awoo's solution](#)

2853.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[awoo's solution](#)

2854.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[awoo's solution](#)

2855.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[awoo's solution](#)

2856.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[awoo's solution](#)

2857.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-21 · last AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

implementation

[awoo's solution](#)

2858.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[awoo's solution](#)

2859.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[awoo's solution](#)

2860.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[awoo's solution](#)

2861.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-12-05 · Python 3 (first AC) · Tags: —

[awoo's solution](#)

2862.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2015-10-14 · last AC: 2016-02-17 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[awoo's solution](#)

2863.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2015-11-13 · last AC: 2015-11-14 · GNU C++11 (first AC) · Tags: geometry, sortings

[awoo's solution](#)

2864.

586F

[Lizard Era: Beginning](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-10-13 · last AC: 2015-10-13 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[awoo's solution](#)

2865.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-05-05 · last AC: 2026-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[awoo's solution](#)

2866.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[awoo's solution](#)

2867.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[awoo's solution](#)

2868.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[awoo's solution](#)

2869.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[awoo's solution](#)

2870.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[awoo's solution](#)

2871.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[awoo's solution](#)

2872.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[awoo's solution](#)

2873.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[awoo's solution](#)

2874.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[awoo's solution](#)

2875.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[awoo's solution](#)

2876.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[awoo's solution](#)

2877.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-05-06 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[awoo's solution](#)

2878.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2400 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, matrices
[awoo's solution](#)

2879.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[awoo's solution](#)

2880.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[awoo's solution](#)

2881.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[awoo's solution](#)

2882.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
[awoo's solution](#)

2883.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[awoo's solution](#)

2884.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[awoo's solution](#)

2885.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
[awoo's solution](#)

2886.

1980F2

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

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[awoo's solution](#)

2887.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[awoo's solution](#)

2888.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory
[awoo's solution](#)

2889.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[awoo's solution](#)

2890.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
[awoo's solution](#)

2891.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[awoo's solution](#)

2892.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities
[awoo's solution](#)

2893.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2019-09-19 · last AC: 2025-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[awoo's solution](#)

2894.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[awoo's solution](#)

2895.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees
[awoo's solution](#)

2896.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2018-12-05 · last AC: 2024-10-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees
[awoo's solution](#)

2897.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[awoo's solution](#)

2898.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[awoo's solution](#)

2899.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[awoo's solution](#)

2900.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[awoo's solution](#)

2901.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[awoo's solution](#)

2902.

104730C

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

2903.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[awoo's solution](#)

2904.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[awoo's solution](#)

2905.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[awoo's solution](#)

2906.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[awoo's solution](#)

2907.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[awoo's solution](#)

2908.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[awoo's solution](#)

2909.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[awoo's solution](#)

2910.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[awoo's solution](#)

2911.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[awoo's solution](#)

2912.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[awoo's solution](#)

2913.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[awoo's solution](#)

2914.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[awoo's solution](#)

2915.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[awoo's solution](#)

2916.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

2917.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[awoo's solution](#)

2918.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[awoo's solution](#)

2919.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[awoo's solution](#)

2920.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[awoo's solution](#)

2921.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[awoo's solution](#)

2922.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[awoo's solution](#)

2923.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[awoo's solution](#)

2924.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[awoo's solution](#)

2925.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[awoo's solution](#)

2926.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[awoo's solution](#)

2927.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[awoo's solution](#)

2928.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2400 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[awoo's solution](#)

2929.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

2930.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[awoo's solution](#)

2931.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[awoo's solution](#)

2932.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[awoo's solution](#)

2933.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[awoo's solution](#)

2934.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[awoo's solution](#)

2935.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[awoo's solution](#)

2936.

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[awoo's solution](#)

2937.

335D

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

Quality: 350 global accepts · Rating: 2400 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[awoo's solution](#)

2938.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[awoo's solution](#)

2939.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[awoo's solution](#)

2940.

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[awoo's solution](#)

2941.

75E

[Ship's Shortest Path](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2400 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, shortest paths

[awoo's solution](#)

2942.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

2943.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

2944.

39G

[Inverse Function](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2400 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[awoo's solution](#)

2945.

38H

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

Quality: 445 global accepts · Rating: 2400 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

2946.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[awoo's solution](#)

2947.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[awoo's solution](#)

2948.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[awoo's solution](#)

2949.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[awoo's solution](#)

2950.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[awoo's solution](#)

2951.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[awoo's solution](#)

2952.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[awoo's solution](#)

2953.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2020-08-13 · last AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[awoo's solution](#)

2954.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2020-01-20 · last AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[awoo's solution](#)

2955.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[awoo's solution](#)

2956.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[awoo's solution](#)

2957.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[awoo's solution](#)

2958.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs
[awoo's solution](#)

2959.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[awoo's solution](#)

2960.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: data structures
[awoo's solution](#)

2961.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing
[awoo's solution](#)

2962.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[awoo's solution](#)

2963.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[awoo's solution](#)

2964.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[awoo's solution](#)

2965.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures
[awoo's solution](#)

2966.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[awoo's solution](#)

2967.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows
[awoo's solution](#)

2968.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search
[awoo's solution](#)

2969.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[awoo's solution](#)

2970.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
[awoo's solution](#)

2971.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[awoo's solution](#)

2972.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[awoo's solution](#)

2973.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, probabilities
[awoo's solution](#)

2974.

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math
[awoo's solution](#)

2975.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[awoo's solution](#)

2976.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, trees
[awoo's solution](#)

2977.

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, probabilities
[awoo's solution](#)

2978.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer
[awoo's solution](#)

2979.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[awoo's solution](#)

2980.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[awoo's solution](#)

2981.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[awoo's solution](#)

2982.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[awoo's solution](#)

2983.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[awoo's solution](#)

2984.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[awoo's solution](#)

2985.

1370F1

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

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[awoo's solution](#)

2986.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[awoo's solution](#)

2987.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[awoo's solution](#)

2988.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[awoo's solution](#)

2989.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

2990.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2020-05-08 · last AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[awoo's solution](#)

2991.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory

[awoo's solution](#)

2992.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[awoo's solution](#)

2993.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[awoo's solution](#)

2994.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[awoo's solution](#)

2995.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[awoo's solution](#)

2996.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[awoo's solution](#)

2997.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees, two pointers

[awoo's solution](#)

2998.

1005E2

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

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[awoo's solution](#)

2999.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

3000.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[awoo's solution](#)

3001.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[awoo's solution](#)

3002.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation

[awoo's solution](#)

3003.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[awoo's solution](#)

3004.

605C

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[awoo's solution](#)

3005.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, two pointers

[awoo's solution](#)

3006.

26E

[Multithreading](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

3007.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[awoo's solution](#)

3008.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[awoo's solution](#)

3009.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[awoo's solution](#)

3010.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[awoo's solution](#)

3011.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[awoo's solution](#)

3012.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[awoo's solution](#)

3013.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory
[awoo's solution](#)

3014.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp
[awoo's solution](#)

3015.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · last AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs
[awoo's solution](#)

3016.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive
[awoo's solution](#)

3017.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[awoo's solution](#)

3018.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
[awoo's solution](#)

3019.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[awoo's solution](#)

3020.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: flows

[awoo's solution](#)

3021.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,610 global accepts · Rating: 2400 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[awoo's solution](#)

3022.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[awoo's solution](#)

3023.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[awoo's solution](#)

3024.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[awoo's solution](#)

3025.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[awoo's solution](#)

3026.

914E

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

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[awoo's solution](#)

3027.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[awoo's solution](#)

3028.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

3029.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[awoo's solution](#)

3030.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[awoo's solution](#)

3031.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[awoo's solution](#)

3032.

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation

[awoo's solution](#)

3033.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

3034.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: data structures, implementation, math, matrices, number theory

[awoo's solution](#)

3035.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[awoo's solution](#)

3036.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[awoo's solution](#)

3037.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[awoo's solution](#)

3038.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

3039.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

3040.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[awoo's solution](#)

3041.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[awoo's solution](#)

3042.

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-24 · GNU C++11 (first AC) · Tags: data structures, trees

[awoo's solution](#)

3043.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[awoo's solution](#)

3044.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[awoo's solution](#)

3045.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: data structures

[awoo's solution](#)

3046.

534E

[Berland Local Positioning System](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2400 · first AC: 2016-11-28 · last AC: 2016-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, hashing, implementation

[awoo's solution](#)

3047.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2016-11-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[awoo's solution](#)

3048.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[awoo's solution](#)

3049.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, number theory

[awoo's solution](#)

3050.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[awoo's solution](#)

3051.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[awoo's solution](#)

3052.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[awoo's solution](#)

3053.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · last AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[awoo's solution](#)

3054.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[awoo's solution](#)

3055.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[awoo's solution](#)

3056.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[awoo's solution](#)

3057.

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[awoo's solution](#)

3058.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[awoo's solution](#)

3059.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

3060.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[awoo's solution](#)

3061.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[awoo's solution](#)

3062.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2025-03-09 · last AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[awoo's solution](#)

3063.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[awoo's solution](#)

3064.

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[awoo's solution](#)

3065.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-03-09 · last AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[awoo's solution](#)

3066.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[awoo's solution](#)

3067.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[awoo's solution](#)

3068.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[awoo's solution](#)

3069.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[awoo's solution](#)

3070.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[awoo's solution](#)

3071.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, trees

[awoo's solution](#)

3072.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[awoo's solution](#)

3073.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[awoo's solution](#)

3074.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[awoo's solution](#)

3075.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[awoo's solution](#)

3076.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[awoo's solution](#)

3077.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[awoo's solution](#)

3078.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[awoo's solution](#)

3079.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[awoo's solution](#)

3080.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, graphs, math

[awoo's solution](#)

3081.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[awoo's solution](#)

3082.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[awoo's solution](#)

3083.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[awoo's solution](#)

3084.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[awoo's solution](#)

3085.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[awoo's solution](#)

3086.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[awoo's solution](#)

3087.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[awoo's solution](#)

3088.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[awoo's solution](#)

3089.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[awoo's solution](#)

3090.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[awoo's solution](#)

3091.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[awoo's solution](#)

3092.

301C

[Yaroslav and Algorithm](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2500 · first AC: 2022-04-17 · PHP (first AC) · Tags: constructive algorithms

[awoo's solution](#)

3093.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[awoo's solution](#)

3094.

1658E

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

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[awoo's solution](#)

3095.

1647E

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

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy

[awoo's solution](#)

3096.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[awoo's solution](#)

3097.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[awoo's solution](#)

3098.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[awoo's solution](#)

3099.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[awoo's solution](#)

3100.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[awoo's solution](#)

3101.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[awoo's solution](#)

3102.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[awoo's solution](#)

3103.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[awoo's solution](#)

3104.

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2021-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[awoo's solution](#)

3105.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[awoo's solution](#)

3106.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · PyPy 3 (first AC) · Tags: data structures, dp, greedy

[awoo's solution](#)

3107.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-20 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[awoo's solution](#)

3108.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[awoo's solution](#)

3109.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[awoo's solution](#)

3110.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

3111.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[awoo's solution](#)

3112.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[awoo's solution](#)

3113.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2500 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[awoo's solution](#)

3114.

39I

[Tram](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 2500 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3115.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[awoo's solution](#)

3116.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[awoo's solution](#)

3117.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[awoo's solution](#)

3118.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[awoo's solution](#)

3119.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

3120.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[awoo's solution](#)

3121.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[awoo's solution](#)

3122.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms,

data structures

[awoo's solution](#)

3123.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[awoo's solution](#)

3124.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[awoo's solution](#)

3125.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math, sortings

[awoo's solution](#)

3126.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[awoo's solution](#)

3127.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

3128.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[awoo's solution](#)

3129.

380D

[Sereja and Cinema](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[awoo's solution](#)

3130.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[awoo's solution](#)

3131.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[awoo's solution](#)

3132.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[awoo's solution](#)

3133.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[awoo's solution](#)

3134.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

3135.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[awoo's solution](#)

3136.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[awoo's solution](#)

3137.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

3138.

401E

[Olympic Games](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: *broken, math

[awoo's solution](#)

3139.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2020-03-11 · last AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[awoo's solution](#)

3140.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[awoo's solution](#)

3141.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[awoo's solution](#)

3142.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[awoo's solution](#)

3143.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[awoo's solution](#)

3144.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[awoo's solution](#)

3145.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[awoo's solution](#)

3146.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2500 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, implementation, math

[awoo's solution](#)

3147.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[awoo's solution](#)

3148.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[awoo's solution](#)

3149.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2020-01-07 · Python 3 (first AC) · Tags: dp

[awoo's solution](#)

3150.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[awoo's solution](#)

3151.

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[awoo's solution](#)

3152.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[awoo's solution](#)

3153.

370E

[Summer Reading](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2500 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

3154.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[awoo's solution](#)

3155.

433E

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2500 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

3156.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[awoo's solution](#)

3157.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[awoo's solution](#)

3158.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[awoo's solution](#)

3159.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[awoo's solution](#)

3160.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[awoo's solution](#)

3161.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, sortings

[awoo's solution](#)

3162.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[awoo's solution](#)

3163.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics,

implementation, math

[awoo's solution](#)

3164.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

3165.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[awoo's solution](#)

3166.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[awoo's solution](#)

3167.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2019-05-07 · last AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

3168.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[awoo's solution](#)

3169.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2018-12-06 · Python 3 (first AC) · Tags: binary search, constructive algorithms, math

[awoo's solution](#)

3170.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · PyPy 3 (first AC) · Tags: math

[awoo's solution](#)

3171.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[awoo's solution](#)

3172.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[awoo's solution](#)

3173.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2018-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[awoo's solution](#)

3174.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[awoo's solution](#)

3175.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[awoo's solution](#)

3176.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2017-08-18 · last AC: 2017-08-18 · GNU C++11 (first AC) · Tags: data structures, probabilities
[awoo's solution](#)

3177.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[awoo's solution](#)

3178.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2500 · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees
[awoo's solution](#)

3179.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · last AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, games
[awoo's solution](#)

3180.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings
[awoo's solution](#)

3181.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory
[awoo's solution](#)

3182.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees
[awoo's solution](#)

3183.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[awoo's solution](#)

3184.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees
[awoo's solution](#)

3185.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[awoo's solution](#)

3186.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2024-09-11 · last AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[awoo's solution](#)

3187.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer
[awoo's solution](#)

3188.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[awoo's solution](#)

3189.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings
[awoo's solution](#)

3190.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[awoo's solution](#)

3191.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees
[awoo's solution](#)

3192.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees
[awoo's solution](#)

3193.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[awoo's solution](#)

3194.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[awoo's solution](#)

3195.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[awoo's solution](#)

3196.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[awoo's solution](#)

3197.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[awoo's solution](#)

3198.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[awoo's solution](#)

3199.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[awoo's solution](#)

3200.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, probabilities

[awoo's solution](#)

3201.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

3202.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[awoo's solution](#)

3203.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[awoo's solution](#)

3204.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, number theory
[awoo's solution](#)

3205.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[awoo's solution](#)

3206.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[awoo's solution](#)

3207.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

3208.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2021-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[awoo's solution](#)

3209.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[awoo's solution](#)

3210.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[awoo's solution](#)

3211.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[awoo's solution](#)

3212.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[awoo's solution](#)

3213.

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[awoo's solution](#)

3214.

380E

[Sereja and Dividing](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

3215.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[awoo's solution](#)

3216.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-04 · last AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[awoo's solution](#)

3217.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

3218.

30D

[King's Problem?](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2600 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy

[awoo's solution](#)

3219.

33E

[Helper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2600 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3220.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[awoo's solution](#)

3221.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[awoo's solution](#)

3222.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · last AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[awoo's solution](#)

3223.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[awoo's solution](#)

3224.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[awoo's solution](#)

3225.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics
[awoo's solution](#)

3226.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: games
[awoo's solution](#)

3227.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[awoo's solution](#)

3228.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search
[awoo's solution](#)

3229.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees
[awoo's solution](#)

3230.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2020-07-07 · last AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[awoo's solution](#)

3231.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[awoo's solution](#)

3232.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math
[awoo's solution](#)

3233.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math
[awoo's solution](#)

3234.

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[awoo's solution](#)

3235.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
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3236.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
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3237.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
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3238.

374E

[Inna and Babies](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, geometry, implementation
[awoo's solution](#)

3239.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[awoo's solution](#)

3240.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[awoo's solution](#)

3241.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[awoo's solution](#)

3242.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy
[awoo's solution](#)

3243.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[awoo's solution](#)

3244.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry, greedy
[awoo's solution](#)

3245.

91D

[Grocer's Problem](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 2600 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[awoo's solution](#)

3246.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
[awoo's solution](#)

3247.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[awoo's solution](#)

3248.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[awoo's solution](#)

3249.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory
[awoo's solution](#)

3250.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[awoo's solution](#)

3251.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[awoo's solution](#)

3252.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[awoo's solution](#)

3253.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[awoo's solution](#)

3254.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[awoo's solution](#)

3255.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[awoo's solution](#)

3256.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[awoo's solution](#)

3257.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[awoo's solution](#)

3258.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[awoo's solution](#)

3259.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[awoo's solution](#)

3260.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · last AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[awoo's solution](#)

3261.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-07 · last AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[awoo's solution](#)

3262.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-01 · last AC: 2017-09-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[awoo's solution](#)

3263.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2017-01-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[awoo's solution](#)

3264.

690E2

[Photographs \(II\)](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2600 · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

3265.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: brute force, greedy

[awoo's solution](#)

3266.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[awoo's solution](#)

3267.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math, sortings

[awoo's solution](#)

3268.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2022-04-17 · last AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[awoo's solution](#)

3269.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[awoo's solution](#)

3270.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[awoo's solution](#)

3271.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[awoo's solution](#)

3272.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[awoo's solution](#)

3273.

1658F

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

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[awoo's solution](#)

3274.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[awoo's solution](#)

3275.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[awoo's solution](#)

3276.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[awoo's solution](#)

3277.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[awoo's solution](#)

3278.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[awoo's solution](#)

3279.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[awoo's solution](#)

3280.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[awoo's solution](#)

3281.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[awoo's solution](#)

3282.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[awoo's solution](#)

3283.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[awoo's solution](#)

3284.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[awoo's solution](#)

3285.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2700 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, games, math, matrices

[awoo's solution](#)

3286.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-03-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[awoo's solution](#)

3287.

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[awoo's solution](#)

3288.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[awoo's solution](#)

3289.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[awoo's solution](#)

3290.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[awoo's solution](#)

3291.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

3292.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[awoo's solution](#)

3293.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[awoo's solution](#)

3294.

105D

[Entertaining Geodetics](#) · [Tutorial](#)

Quality: 145 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dsu, implementation

[awoo's solution](#)

3295.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2700 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[awoo's solution](#)

3296.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[awoo's solution](#)

3297.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[awoo's solution](#)

3298.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[awoo's solution](#)

3299.

1423E

[5G Antenna Towers](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[awoo's solution](#)

3300.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2020-10-04 · last AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[awoo's solution](#)

3301.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[awoo's solution](#)

3302.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[awoo's solution](#)

3303.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[awoo's solution](#)

3304.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[awoo's solution](#)

3305.

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, matrices

[awoo's solution](#)

3306.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, trees

[awoo's solution](#)

3307.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings

[awoo's solution](#)

3308.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[awoo's solution](#)

3309.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[awoo's solution](#)

3310.

1210E

[Wojtek and Card Tricks](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2700 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

3311.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[awoo's solution](#)

3312.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[awoo's solution](#)

3313.

1370F2

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

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[awoo's solution](#)

3314.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[awoo's solution](#)

3315.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[awoo's solution](#)

3316.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[awoo's solution](#)

3317.

336E

[Vasily the Bear and Painting Square](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2700 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation

[awoo's solution](#)

3318.

309D

[Tennis Rackets](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2700 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[awoo's solution](#)

3319.

774F

[Pens And Days Of Week](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 2700 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, number theory

[awoo's solution](#)

3320.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[awoo's solution](#)

3321.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[awoo's solution](#)

3322.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

3323.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[awoo's solution](#)

3324.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

3325.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[awoo's solution](#)

3326.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[awoo's solution](#)

3327.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[awoo's solution](#)

3328.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[awoo's solution](#)

3329.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[awoo's solution](#)

3330.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[awoo's solution](#)

3331.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[awoo's solution](#)

3332.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[awoo's solution](#)

3333.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[awoo's solution](#)

3334.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[awoo's solution](#)

3335.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[awoo's solution](#)

3336.

2124F2

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

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

[awoo's solution](#)

3337.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[awoo's solution](#)

3338.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[awoo's solution](#)

3339.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[awoo's solution](#)

3340.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[awoo's solution](#)

3341.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[awoo's solution](#)

3342.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[awoo's solution](#)

3343.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
[awoo's solution](#)

3344.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[awoo's solution](#)

3345.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities
[awoo's solution](#)

3346.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[awoo's solution](#)

3347.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[awoo's solution](#)

3348.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[awoo's solution](#)

3349.

1608E

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

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings
[awoo's solution](#)

3350.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees
[awoo's solution](#)

3351.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, fft
[awoo's solution](#)

3352.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[awoo's solution](#)

3353.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
[awoo's solution](#)

3354.

1393E1

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

Quality: 447 global accepts · Rating: 2800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[awoo's solution](#)

3355.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[awoo's solution](#)

3356.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[awoo's solution](#)

3357.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings
[awoo's solution](#)

3358.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[awoo's solution](#)

3359.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[awoo's solution](#)

3360.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-10-04 · last AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[awoo's solution](#)

3361.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-10-01 · last AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[awoo's solution](#)

3362.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[awoo's solution](#)

3363.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-29 · last AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[awoo's solution](#)

3364.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2020-09-28 · last AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[awoo's solution](#)

3365.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[awoo's solution](#)

3366.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[awoo's solution](#)

3367.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft, math

[awoo's solution](#)

3368.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-09-24 · last AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[awoo's solution](#)

3369.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[awoo's solution](#)

3370.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[awoo's solution](#)

3371.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2020-09-24 · last AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation

[awoo's solution](#)

3372.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-09-23 · last AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation

[awoo's solution](#)

3373.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-09-22 · last AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[awoo's solution](#)

3374.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[awoo's solution](#)

3375.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[awoo's solution](#)

3376.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[awoo's solution](#)

3377.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[awoo's solution](#)

3378.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[awoo's solution](#)

3379.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, two pointers
[awoo's solution](#)

3380.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy
[awoo's solution](#)

3381.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[awoo's solution](#)

3382.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[awoo's solution](#)

3383.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[awoo's solution](#)

3384.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math
[awoo's solution](#)

3385.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities
[awoo's solution](#)

3386.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, geometry, trees
[awoo's solution](#)

3387.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[awoo's solution](#)

3388.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2017-01-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees
[awoo's solution](#)

3389.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 284 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[awoo's solution](#)

3390.

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[awoo's solution](#)

3391.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[awoo's solution](#)

3392.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, matrices

[awoo's solution](#)

3393.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[awoo's solution](#)

3394.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[awoo's solution](#)

3395.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[awoo's solution](#)

3396.

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy, math

[awoo's solution](#)

3397.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[awoo's solution](#)

3398.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[awoo's solution](#)

3399.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[awoo's solution](#)

3400.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[awoo's solution](#)

3401.

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[awoo's solution](#)

3402.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[awoo's solution](#)

3403.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math
[awoo's solution](#)

3404.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[awoo's solution](#)

3405.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[awoo's solution](#)

3406.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings
[awoo's solution](#)

3407.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[awoo's solution](#)

3408.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[awoo's solution](#)

3409.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[awoo's solution](#)

3410.

138E

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

Quality: 188 global accepts · Rating: 2900 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, two pointers

[awoo's solution](#)

3411.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2020-08-31 · last AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[awoo's solution](#)

3412.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, trees

[awoo's solution](#)

3413.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[awoo's solution](#)

3414.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[awoo's solution](#)

3415.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[awoo's solution](#)

3416.

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2020-08-06 · last AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[awoo's solution](#)

3417.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[awoo's solution](#)

3418.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[awoo's solution](#)

3419.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[awoo's solution](#)

3420.

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, trees

[awoo's solution](#)

3421.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[awoo's solution](#)

3422.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures
[awoo's solution](#)

3423.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: interactive
[awoo's solution](#)

3424.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[awoo's solution](#)

3425.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees
[awoo's solution](#)

3426.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[awoo's solution](#)

3427.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[awoo's solution](#)

3428.

457E

[Flow Optimality](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3000 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math
[awoo's solution](#)

3429.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[awoo's solution](#)

3430.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices
[awoo's solution](#)

3431.

57E

[Chess](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 3000 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: math, shortest paths

[awoo's solution](#)

3432.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[awoo's solution](#)

3433.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-21 · last AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[awoo's solution](#)

3434.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3100 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[awoo's solution](#)

3435.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-05-07 · last AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[awoo's solution](#)

3436.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[awoo's solution](#)

3437.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[awoo's solution](#)

3438.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[awoo's solution](#)

3439.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[awoo's solution](#)

3440.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-15 · last AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[awoo's solution](#)

3441.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-05 · PyPy 2 (first AC) · Tags: dp, greedy, trees

[awoo's solution](#)

3442.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[awoo's solution](#)

3443.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[awoo's solution](#)

3444.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[awoo's solution](#)

3445.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[awoo's solution](#)

3446.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[awoo's solution](#)

3447.

1393E2

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

Quality: 440 global accepts · Rating: 3200 · first AC: 2021-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[awoo's solution](#)

3448.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[awoo's solution](#)

3449.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[awoo's solution](#)

3450.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-06 · last AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[awoo's solution](#)

3451.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, trees

[awoo's solution](#)

3452.

853E

[Lada Malina](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3400 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry
[awoo's solution](#)

3453.

1045F

[Shady Lady](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 3400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[awoo's solution](#)

3454.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2020-10-01 · last AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings
[awoo's solution](#)

3455.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[awoo's solution](#)

3456.

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[awoo's solution](#)

3457.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math
[awoo's solution](#)

3458.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[awoo's solution](#)

3459.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math
[awoo's solution](#)

3460.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
[awoo's solution](#)

3461.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,912 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers
[awoo's solution](#)

3462.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,365 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[awoo's solution](#)

3463.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[awoo's solution](#)

3464.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[awoo's solution](#)

3465.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[awoo's solution](#)

3466.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[awoo's solution](#)

3467.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[awoo's solution](#)

3468.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[awoo's solution](#)

3469.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-13 · last AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees
[awoo's solution](#)

3470.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[awoo's solution](#)

3471.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[awoo's solution](#)

3472.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, bitmasks

[awoo's solution](#)

3473.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[awoo's solution](#)

3474.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, communication

[awoo's solution](#)

3475.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[awoo's solution](#)

3476.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, games, interactive

[awoo's solution](#)

3477.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[awoo's solution](#)

3478.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special, strings

[awoo's solution](#)

3479.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special

[awoo's solution](#)

3480.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special, graph matchings, implementation

[awoo's solution](#)

3481.

106197H

[World Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[awoo's solution](#)

3482.

106197G

[Subsequence MEX II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[awoo's solution](#)

3483.

106197F

[XOR Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3484.

106197C

[Divisor Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3485.

106197K

[Chain of Suspicion](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3486.

106197I

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3487.

106197N

[Solvable Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3488.

106197D

[Thomas Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3489.

106197A

[Hinge Arch](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3490.

1061970

[Stringmas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3491.

106197B

[Partition Addition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3492.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · last AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3493.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3494.

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3495.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3496.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3497.

105492K

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

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3498.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3499.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3500.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3501.

105492A

[``Aaawww...'' or ``Aaayyy!!!''](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3502.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[awoo's solution](#)

3503.

105122A

[Generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · last AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3504.

104555J

[Jumping to Victory](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3505.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3506.

104555K

[\\$\\$ for More, \\$\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3507.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3508.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3509.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3510.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3511.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3512.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3513.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3514.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3515.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3516.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3517.

1058422

[Aö5Dö5D <CT=C¶0 C" !C,,@C,,CD 5](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3518.

1058421

[A`5DöBCö8Dd0 CD;Dò CDt0D BCô8C¶>C" >C`8CÄ?C,,0CDK](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3519.

105813F

[Walkable Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3520.

105813M

[Subsequence MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3521.

105813E

[1D Super Checkers Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3522.

105813C

[Maxwell's Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3523.

105813D

[Distributive Property](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3524.

105813N

[Ramen Packs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3525.

105813G

[K-Regular Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3526.

105813B

[Stone Jump](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3527.

105813A

[Thomas](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3528.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[awoo's solution](#)

3529.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, binary search, brute force

[awoo's solution](#)

3530.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, games, interactive

[awoo's solution](#)

3531.

2095F

[Is Cael's Problem CVD?](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, math

[awoo's solution](#)

3532.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[awoo's solution](#)

3533.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, geometry

[awoo's solution](#)

3534.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, string suffix structures

[awoo's solution](#)

3535.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3536.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3537.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3538.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3539.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3540.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3541.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3542.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3543.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3544.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3545.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[awoo's solution](#)

3546.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3547.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3548.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[awoo's solution](#)

3549.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3550.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3551.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3552.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3553.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3554.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3555.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3556.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3557.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation

[awoo's solution](#)

3558.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math

[awoo's solution](#)

3559.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[awoo's solution](#)

3560.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, brute force, schedules

[awoo's solution](#)

3561.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[awoo's solution](#)

3562.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3 (first AC) · Tags: *special, strings

[awoo's solution](#)

3563.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: *special, strings

[awoo's solution](#)

3564.

104871L

[Labelled Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · last AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3565.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3566.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3567.

104871G

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

Rating: — · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3568.

104871I

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

Rating: — · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3569.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3570.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3571.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3572.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3573.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3574.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3575.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3576.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3577.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3578.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3579.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3580.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3581.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3582.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3583.

104730A

[B4E0gkC ;DÄ=C O Cö5D =Dö](#)

Rating: — · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3584.

104730H

[A100000t0 C" ?Cä4C @Cä:](#)

Rating: — · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3585.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3586.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3587.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3588.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3589.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3590.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3591.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3592.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3593.

104813C

[Karshilov's Matching Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3594.

104813H

[Energy Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3595.

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3596.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3597.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3598.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3599.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3600.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3601.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3602.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3603.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3604.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3605.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3606.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3607.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3608.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3609.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3610.

101636D

[B 50\\$7C 4C ND"8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3611.

104783T

[Tone Banks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3612.

104783D

[Mad Diamond](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3613.

104783W

[Win Diesel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3614.

104783C

[TomTom Cruise](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3615.

104783I

[Eidam-Sand Lair](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3616.

104783P

[Bread Pit](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3617.

1047830

[Organ-free Man](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3618.

104783H

[Terrace Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3619.

104783S

[Screamers in the Storm](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3620.

104783F

[Burizon Fort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3621.

104783R

[Cyanide Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3622.

104783A

[Silver Star Stands Alone](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3623.

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3624.

104787E

[Coloring Tape](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3625.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3626.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3627.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3628.

104787D

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

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3629.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3630.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · PyPy 3-64 (first AC) · Tags: —

[awoo's solution](#)

3631.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3632.

104686A

[Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3633.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3634.

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3635.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3636.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · last AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3637.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3638.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3639.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3640.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3641.

100281D

[B.BCT=C CÔU D BCT=C](#)

Rating: — · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3642.

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3643.

101512A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3644.

101512K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3645.

101512I

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

Rating: — · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3646.

101512J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3647.

101512E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3648.

101512B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3649.

101512G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3650.

1042917

[Bô100x100=8 C0> C= >D 7C,,=C <](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3651.

1042916

[A=000DCT@CT=Dd8Dđ](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3652.

1042915

[B47C,B0=0 C00 D :C'>C05](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3653.

1042902

[B50C7aCä5 C0>D ;C =C,,5](#)

Rating: — · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3654.

1042901

[A580D5Cä=C 1C'NCD5C08CP](#)

Rating: — · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3655.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3 (first AC) · Tags: *special, number theory

[awoo's solution](#)

3656.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3 (first AC) · Tags: *special

[awoo's solution](#)

3657.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3 (first AC) · Tags: *special, constructive algorithms, geometry, math

[awoo's solution](#)

3658.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[awoo's solution](#)

3659.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3 (first AC) · Tags: *special, constructive algorithms, math, number theory

[awoo's solution](#)

3660.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation

[awoo's solution](#)

3661.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, expression parsing, strings

[awoo's solution](#)

3662.

101591F

[Carlsson vs. Winnie-the-Pooh](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3663.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

3664.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3665.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3666.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3667.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3668.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3669.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3670.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3671.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3672.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3673.

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3674.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3675.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3676.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3677.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3678.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · last AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3679.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3680.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3681.

100958F

[Directions](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · last AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3682.

100958I

[Substring Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3683.

100958D

[Dense Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3684.

100958J

[Hyperrectangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3685.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3686.

100958B

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3687.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3688.

101097C

[Drawing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3689.

101097D

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3690.

101097F

[Meteors](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3691.

101097G

[Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3692.

101097A

[Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3693.

101097E

[Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3694.

101097B

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

Rating: — · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3695.

101097I

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3696.

101173D

[Dancing Disks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3697.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3698.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

3699.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3700.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3701.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3702.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3703.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3704.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3705.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3706.

103828I

[Bombing buildings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3707.

103828F

[Subgrid](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3708.

103828D

[Ctrl+A+C+V](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3709.

103828N

[Moving grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3710.

103828G

[Little Fermat and digits sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3711.

103828C

[Basharo is not ugly](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3712.

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3713.

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3714.

103828L

[No Arithmetic subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3715.

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3716.

103828E

[Do you where is Naseem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

3717.

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

3718.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3719.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3720.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3721.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3722.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3723.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3724.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3725.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3726.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3727.

100491G

[Great Minds](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3728.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3729.

100491I

[Intercity Express](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3730.

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3731.

100491J

[Jungle Speed](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3732.

100491A

[Arbitrage](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3733.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3734.

101481E

[Stack Machine Programmer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3735.

101481H

[Unchanged Picture](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3736.

101481B

[Boring Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3737.

101481C

[Stack Machine Executor](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3738.

101481D

[The Grille](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3739.

101481I

[Unique Encryption Keys](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3740.

101481J

[Vigenere Cipher Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3741.

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3742.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3743.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3744.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3745.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3746.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3747.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3748.

undefined290

[Defend the Milky Way](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · last AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3749.

101471A

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

Rating: — · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3750.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3751.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3752.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3753.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3754.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3755.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3756.

undefined527

[Explode 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

3757.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · last AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3758.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3759.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3760.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3761.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3762.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3763.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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3764.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3765.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3766.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3767.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3768.

102394I

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

Rating: — · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3769.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3770.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3771.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3772.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3773.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3774.

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3775.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3776.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3777.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3778.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3779.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3780.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3781.

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3782.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · last AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3783.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · last AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3784.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3785.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3786.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3787.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3788.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3789.

103443D

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

Rating: — · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3790.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3791.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3792.

103688J

[JOJO's Happy Tree Friends](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3793.

103688K

[Monkey Joe](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3794.

103688B

[Lovely Fish](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3795.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3796.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3797.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3798.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3799.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3800.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3801.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3802.

103688E

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

Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3803.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[awoo's solution](#)

3804.

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3805.

100417A

[12:30PM](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3806.

100417H

[Robots' Art](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3807.

100417F

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

Rating: — · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3808.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3809.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3810.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

3811.

100496E

[Eating Chocolate Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3812.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3813.

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3814.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3815.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3816.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3817.

103483C

[How Many Strings Are Less](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3818.

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3819.

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3820.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3821.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3822.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3823.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3824.

103483F

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

Rating: — · first AC: 2022-05-19 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

3825.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3826.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3827.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry, ternary search

[awoo's solution](#)

3828.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, matrices

[awoo's solution](#)

3829.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[awoo's solution](#)

3830.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[awoo's solution](#)

3831.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[awoo's solution](#)

3832.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[awoo's solution](#)

3833.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[awoo's solution](#)

3834.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[awoo's solution](#)

3835.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[awoo's solution](#)

3836.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[awoo's solution](#)

3837.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

3838.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[awoo's solution](#)

3839.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[awoo's solution](#)

3840.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dp, math

[awoo's solution](#)

3841.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[awoo's solution](#)

3842.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation, math

[awoo's solution](#)

3843.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, divide and conquer, implementation, math

[awoo's solution](#)

3844.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, trees

[awoo's solution](#)

3845.

1036327

[BSOJ005 KC' 3D CCp](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3846.

1036326

[BỘ ĐỀ T4C,,FC,,O CÔ0 B 8D 8D4A](#)

Rating: — · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3847.

1036325

[AÄ0004C,,<C,,7C FC,,O C\\$KC,,3D KD,,0](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3848.

103631B

[AäpD\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3849.

103631C

[A,,E-D\\$5D 5D =D´5 C\\$KDT>CD=D´5](#)

Rating: — · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3850.

103631A

[B400cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3851.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3852.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3853.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3854.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3855.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3856.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3857.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3858.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3859.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3860.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3861.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3862.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3863.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3864.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3865.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3866.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3867.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3868.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3869.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3870.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3871.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3872.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3873.

100513H

[Minimal Agapov Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3874.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3875.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3876.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3877.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3878.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3879.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3880.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3881.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3882.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-03 · last AC: 2021-10-31 · Python 3 (first AC) · Tags: —

[awoo's solution](#)

3883.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3884.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3885.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3886.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3887.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3888.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3889.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3890.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3891.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3892.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3893.

102511B

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

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3894.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3895.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3896.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3897.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3898.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3899.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3900.

100512A

[Abstract Dances](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3901.

100512C

[Comparator Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3902.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · last AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3903.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3904.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3905.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3906.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3907.

101174J

[Risky Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3908.

101174G

[Cairo Corridor](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3909.

101174I

[The White Rabbit Pocket Watch](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3910.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3911.

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3912.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3913.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3914.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3915.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3916.

101174K

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

Rating: — · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3917.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3918.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3919.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3920.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3921.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3922.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3923.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3924.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3925.

1531E3

[B>D&C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search

[awoo's solution](#)

3926.

1531E2

[B>D&C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-28 · last AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[awoo's solution](#)

3927.

1531E1

[B>D&C,,@Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-28 · last AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

3928.

1531D

[B 5CD0C=BOja@D45CÂ C,,=C45D Â 6ö/£÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

3929.

1531C

[B 8CÄ=CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, dp

[awoo's solution](#)

3930.

1531B1

[AÄ=CO8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

3931.

1531B2

[AÄ=CO8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

3932.

1531A

[At8CÔ3OT@pcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[awoo's solution](#)

3933.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3934.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3935.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3936.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3937.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3938.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3939.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3940.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3941.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3942.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3943.

101951A

[Ethan Finds the Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3944.

102133E

[The secret of betting](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3945.

102133H

[Plagiarism](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3946.

102133F

[Financial Reports](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3947.

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3948.

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3949.

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

3950.

102133A

[Tree Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3951.

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

3952.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

3953.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3954.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3955.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3956.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3957.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3958.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3959.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

3960.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3961.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3962.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · last AC: 2021-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3963.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3964.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3965.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3966.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3967.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3968.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3969.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3970.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3971.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3972.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · last AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

3973.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3974.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3975.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3976.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3977.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3978.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3979.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3980.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3981.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3982.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3983.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3984.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3985.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3986.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3987.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3988.

100443B

[It Can Be Arranged](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3989.

100443D

[Decoding the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3990.

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3991.

100443E

[Joe is learning to speak](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

3992.

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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3993.

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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3994.

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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3995.

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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3996.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

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

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3997.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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3998.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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3999.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4000.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4001.

102900C

[Sum of Log](#) · [Tutorial](#)

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

[awoo's solution](#)

4002.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4003.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4004.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4005.

102800N

[Warmup:Expressway](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · last AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4006.

102800K

[Forager](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4007.

102800I

[World Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4008.

102800D

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4009.

102800F

[Queue](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4010.

102800H

[Curious](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4011.

102800E

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

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4012.

102800G

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4013.

102800J

[Situation](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4014.

102800A

[Chord](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4015.

102800C

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4016.

102800L

[Swimmer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4017.

102800M

[Warmup:Upanishad](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4018.

102800B

[Problem Select](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4019.

102893K

[New Level](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4020.

102893E

[Prank at IKEA](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4021.

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4022.

102893I

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

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4023.

102893G

[Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4024.

102893H

[Hard Work](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4025.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4026.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4027.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4028.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4029.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4030.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4031.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4032.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · last AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4033.

101309J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4034.

101309B

[Binary Operation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4035.

101309H

[Hands of Poker](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4036.

101309D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-26 · last AC: 2020-12-10 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4037.

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

4038.

101309F

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

Rating: — · first AC: 2017-09-25 · last AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4039.

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

4040.

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · last AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4041.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · last AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4042.

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · last AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4043.

100134L

[Labyrinth of the Minotaur](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

4044.

100134D

[Disjoint Regular Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

4045.

100134F

[Folding Snake Cube](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4046.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4047.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4048.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4049.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4050.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4051.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4052.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4053.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4054.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

4055.

100307I

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

Rating: — · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4056.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4057.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4058.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4059.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4060.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

4061.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4062.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4063.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4064.

102759A

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

Rating: — · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4065.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4066.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4067.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4068.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4069.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4070.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4071.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4072.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4073.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4074.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4075.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4076.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4077.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4078.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4079.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4080.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4081.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4082.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4083.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4084.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4085.

102433J

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4086.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

4087.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4088.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4089.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4090.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4091.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4092.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4093.

102433C

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

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4094.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4095.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4096.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4097.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4098.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4099.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4100.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4101.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4102.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4103.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4104.

102638E

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

Rating: — · first AC: 2020-06-26 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

4105.

102638B

[WA6](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4106.

102638F

[Rudolph and Rhymes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[awoo's solution](#)

4107.

102638D

[Distributed Computing](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4108.

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4109.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · PHP (first AC) · Tags: —

[awoo's solution](#)

4110.

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

4111.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[awoo's solution](#)

4112.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special

[awoo's solution](#)

4113.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special, dfs and similar, geometry, implementation

[awoo's solution](#)

4114.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special, math, number theory

[awoo's solution](#)

4115.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special, implementation

[awoo's solution](#)

4116.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special

[awoo's solution](#)

4117.

101208E

[Harvard](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · last AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4118.

101208K

[Up a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4119.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4120.

101205F

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4121.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4122.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4123.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4124.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4125.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4126.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4127.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4128.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4129.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4130.

101205A

[Asteroid Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4131.

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4132.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4133.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4134.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4135.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4136.

101208J

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

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4137.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4138.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4139.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4140.

101175G

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4141.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4142.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4143.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4144.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4145.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4146.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4147.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4148.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4149.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4150.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4151.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4152.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4153.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4154.

102512F

[Opposition](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4155.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[awoo's solution](#)

4156.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[awoo's solution](#)

4157.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4158.

1024807

[A000336](#) · [C<C B](#)

Rating: — · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4159.

101150G

[Network Mess](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4160.

101150E

[Mobile Computing](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4161.

101150B

[Book Replacement](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4162.

101150C

[Colored Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4163.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4164.

101150L2

[Theme Park \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4165.

101150F

[Atomic Car Race](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4166.

101150K1

[Fair Warning \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-21 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

4167.

101150K2

[Fair Warning \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-21 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

4168.

101150J

[Snapper Chain](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4169.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4170.

1275F

[B,0D4C,,@Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, interactive

[awoo's solution](#)

4171.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4172.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4173.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4174.

102220E

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

Rating: — · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4175.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4176.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4177.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4178.

101388K

[King's Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4179.

101388E

[Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4180.

101388J

[Jurassic Remains](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4181.

101388G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4182.

101388H

[Hypertransmission](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4183.

101388C

[Code Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4184.

101388F

[Farmer Bill's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4185.

101388A

[Alternative Scale of Notation](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · Python 3 (first AC) · Tags: —

[awoo's solution](#)

4186.

1275E2

[A=00BD>C'LCÔ0Dò AD4<CÀ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-06 · last AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

4187.

1275E1

[A to C](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

4188.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

4189.

1275C

[#define At0CDD0000B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

4190.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

4191.

1275A

[B to D](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

4192.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4193.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4194.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4195.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4196.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4197.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4198.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4199.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4200.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4201.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4202.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4203.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4204.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4205.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4206.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4207.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4208.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4209.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4210.

102302G

[Left Stack Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4211.

102302K

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4212.

102302I

[Useless Pokemino](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4213.

102302F

[Drawing cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · last AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4214.

102302E

[Chi's performance](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4215.

102302H

[Log Concave Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4216.

102302C

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4217.

102302J

[Weird Sanchola](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4218.

102302B

[Divples](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4219.

102302D

[Guessing Messages](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4220.

102302A

[Jumping Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4221.

undefined279

[Bipermutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4222.

undefined442

[X + R\(X\) = N](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

4223.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-08 · PyPy 3 (first AC) · Tags: *special

[awoo's solution](#)

4224.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-08 · PyPy 3 (first AC) · Tags: *special

[awoo's solution](#)

4225.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4226.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4227.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4228.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4229.

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4230.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4231.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4232.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4233.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4234.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4235.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4236.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4237.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4238.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4239.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4240.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4241.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4242.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4243.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4244.

102021G

[GPS](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4245.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4246.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4247.

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4248.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4249.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4250.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4251.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4252.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4253.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4254.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4255.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4256.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4257.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4258.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4259.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4260.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4261.

102001J

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

Rating: — · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4262.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4263.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4264.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4265.

100714G

[Golden Spire](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4266.

100714L

[Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4267.

100714K

[KMC Attacks](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4268.

100714I

[Interest Targeting](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4269.

100714D

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4270.

100714C

[Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4271.

100714F

[Finance](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4272.

100714J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

4273.

100714A

[Alien Visit](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4274.

100714H

[Hometask](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4275.

1164N

[All Streets \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[awoo's solution](#)

4276.

1164M

[Seven Digit Number \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[awoo's solution](#)

4277.

1164J

[Eleven Segments \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[awoo's solution](#)

4278.

1164E

[Least Possible Difference \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[awoo's solution](#)

4279.

1164D

[Multiple of 29 \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[awoo's solution](#)

4280.

1164C

[7-digit Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[awoo's solution](#)

4281.

1164A

[Three Friends \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[awoo's solution](#)

4282.

101875C

[Two Cats](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4283.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[awoo's solution](#)

4284.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[awoo's solution](#)

4285.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[awoo's solution](#)

4286.

101572D

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

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4287.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4288.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4289.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4290.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4291.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4292.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4293.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4294.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4295.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4296.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4297.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4298.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4299.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4300.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4301.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4302.

101987C

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

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4303.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4304.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4305.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · last AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4306.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4307.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4308.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4309.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4310.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4311.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4312.

100502B

[Basin City Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · last AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4313.

100502F

[Particle Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4314.

100502J

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4315.

100502I

[How Many Squares?](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4316.

100502A

[Amanda Lounges](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4317.

100502G

[Outing](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4318.

100502K

[Train Passengers](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4319.

100502H

[Clock Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4320.

100502C

[Catalan Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

4321.

100502D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4322.

100502E

[Opening Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4323.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4324.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4325.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4326.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4327.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4328.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4329.

102028E

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

Rating: — · first AC: 2019-01-13 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

4330.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4331.

100863H

[Heroes of Money and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4332.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · last AC: 2018-12-13 · Python 3 (first AC) · Tags: *special

[awoo's solution](#)

4333.

undefined502

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

Rating: — · first AC: 2018-12-13 · last AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: *special

[awoo's solution](#)

4334.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

4335.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4336.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4337.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4338.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4339.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4340.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4341.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · last AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4342.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4343.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4344.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4345.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4346.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4347.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4348.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4349.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4350.

101670K

[Treetop Walkway](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4351.

101670D

[Equinox Roller Coaster](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4352.

101670G

[Ice cream samples](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4353.

101670E

[Forest Picture](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4354.

101670J

[Punching Power](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4355.

101670C

[Chessboard Dancing](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4356.

101670I

[Go Northwest!](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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4357.

101670H

[Dark Ride with Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4358.

101670F

[Shooting Gallery](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4359.

101670B

[Pond Cascade](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4360.

101670A

[Amusement Anticipation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4361.

101470C

[UFO](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4362.

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4363.

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4364.

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4365.

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4366.

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4367.

101490H

[Multiplying Digits](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4368.

101490K

[Safe Racing](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4369.

101490D

[Bridge Automation](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4370.

101490J

[Programming Tutors](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4371.

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4372.

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4373.

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4374.

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4375.

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4376.

100109K

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

Rating: — · first AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4377.

100109E

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

Rating: — · first AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4378.

100109H

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4379.

100109F

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4380.

100109G

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

Rating: — · first AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4381.

100109L

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

Rating: — · first AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4382.

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4383.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4384.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4385.

100519I

[Interactive Primes Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4386.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4387.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4388.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4389.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4390.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4391.

101142H

[Hard Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-10 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

4392.

101788J

[A to Z](#)

Rating: — · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4393.

101788L

[Xor D, 100, 2, C](#)

Rating: — · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4394.

101788I

[BOARD\\$0DD5D\\$0](#)

Rating: — · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4395.

101788B

[A=8D\\$0C"AC=8CR :Cä=DD5D\\$K](#)

Rating: — · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4396.

101788H

[Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4397.

101788G

[B,8DD@Cä2C =CÔKC' :C ;DÄ:D4;DôBCä@](#)

Rating: — · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4398.

101788F

[K-pop](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4399.

101788E

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Rating: — · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4400.

101788C

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Rating: — · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4401.

101788A

[B:0010,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4402.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4403.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4404.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4405.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4406.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4407.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4408.

101519A

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4409.

101519B

[Quick out of the Harbour](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · last AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4410.

101519D

[Bad Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4411.

101519H

[Walking the Plank](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4412.

101519J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4413.

101519I

[Parking Ships](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4414.

101519E

[Undercover Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4415.

101519G

[Doubloon Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4416.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4417.

101806X

[Xtreme NP-hard Problem?!](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4418.

101806P

[Puyo Puyo](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4419.

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4420.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4421.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4422.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4423.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4424.

101807I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4425.

101807J

[Jakanda Forever](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4426.

101807F

[Final Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4427.

101807H

[Handicap](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4428.

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4429.

101807D

[Differentiation](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4430.

101807C

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

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4431.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4432.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4433.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4434.

101810G

[Power of String](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4435.

101810J

[T-Shirts Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4436.

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4437.

101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4438.

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4439.

101810D

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4440.

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4441.

101810B

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

Rating: — · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4442.

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4443.

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4444.

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4445.

101505C

[Cable Connection](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4446.

101505F

[Tree Stands](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4447.

101505I

[Suspicious Samples](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[awoo's solution](#)

4448.

101505G

[Orchard Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4449.

101505J

[Colorful Tribune](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4450.

101505B

[Hot Air Ballooning](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4451.

101505K

[Etnetera Brevity Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4452.

100866C

[Control Tower](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4453.

100866I

[Irina Tornado](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4454.

100866J

[Jack pot](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4455.

100866B

[Battery Upgrade](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4456.

100866F

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4457.

100866G

[Gavrila's Rap](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4458.

100866D

[Dinner Time](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4459.

100866E

[Exams](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4460.

100866A

[Anti factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-18 · Python 3 (first AC) · Tags: —

[awoo's solution](#)

4461.

100528K

[Addition](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4462.

100528E

[AÄCDT8 CÔU CÔ;CäAC↗>D BC€](#)

Rating: — · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4463.

100528D

[AÄ00i@C :CTH](#)

Rating: — · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4464.

100528L

[AÖÖÖjia C C CD AC](#)

Rating: — · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4465.

100528G

[B⇒D0iaD :Cä1C↗0DP](#)

Rating: — · first AC: 2018-04-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4466.

100528B

[A„3D00G! •](#)

Rating: — · first AC: 2018-04-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4467.

100528H

[B 7D4AC↗ ?Cä;CäA](#)

Rating: — · first AC: 2018-04-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4468.

100528C

[AÖÖCTB>C @C 7Cä2C =C„5 Dt8D ;C](#)

Rating: — · first AC: 2018-04-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4469.

100528F

[BD↗0S>D 0CÄ:C](#)

Rating: — · first AC: 2018-04-11 · Python 3 (first AC) · Tags: —

[awoo's solution](#)

4470.

100528I

[A„706a](#)

Rating: — · first AC: 2018-04-11 · Python 3 (first AC) · Tags: —

[awoo's solution](#)

4471.

100528A

[ASKD00S=C„2C =C„5 C\\$5D”5D BC\\$5CÔ=D´E Dt8D 5C°](#)

Rating: — · first AC: 2018-04-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4472.

101619D

[A„7DäG C↗ HC„DD C](#)

Rating: — · first AC: 2018-03-01 · last AC: 2018-03-01 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4473.

101619B

[A>D&D 2 A\\$>D BCäGCÔ>CÂ -C=ACô@CTAD 5](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4474.

101619H

[A,=D&D 5D =C O Ct0C40CD:C](#)

Rating: — · first AC: 2018-02-24 · last AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4475.

101619A

[B UD Aô´5CD>C\\$0CÔ8CR CC 8C”AD\\$2C](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4476.

101619J

[B BC 10,,;DÄ=CäAD\\$L D\\$@C =Ct0C=FC,,9](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4477.

101619F

[Aô=CD= Ct@C,,BCT;DÄ=C O D BD >C=0](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4478.

101619G

[B,TCôÀ](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4479.

101619I

[A 500=0ô0D =D´9 Cô0D >C´L](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4480.

101619E

[Aô@C= C,,:CÔ>C\\$5CÔ8CR 2 D 5C´8C=2C @C,,9](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4481.

101619K

[A\\$0C4=CÔK A\\$>D BCäGCÔ>C4> BÔ:D ?D 5D AC](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4482.

101619C

[A NOD6CTB](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4483.

101667H

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

Rating: — · first AC: 2018-01-16 · last AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4484.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4485.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4486.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4487.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4488.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4489.

101591D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4490.

101591C

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4491.

101591L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4492.

101591J

[The Lesson of Physical Culture](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

4493.

101591E

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4494.

101591I

[Berland All-Round Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4495.

101591A

[Tests](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4496.

101591H

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4497.

101591G

[Save Vasya](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-03 · PyPy 3 (first AC) · Tags: —

[awoo's solution](#)

4498.

1012927

[B 8C0=0\\$KCR ?Că;Dö](#)

Rating: — · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4499.

101609F

[B 8D=0\\$0CÔ8CP](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4500.

101609H

[B 0D=0C,,AC =C,,5](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4501.

101609J

[B 5D\\$2C,,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4502.

101609D

[Aô50DIA D5D\\$K C" AD\\$@Cân](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4503.

101609E

[B 0C=0D'5 Dd8DD@D°](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4504.

101609G

[Aô>D,rj0T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4505.

101609K

[AD@Câ1C'5CÔ8CP](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4506.

101609A

[ATOCia!CÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4507.

101623K

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

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4508.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4509.

101623D

[DunGLISH](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4510.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · last AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4511.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4512.

101615I

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

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4513.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4514.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4515.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4516.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4517.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4518.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4519.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4520.

101605A

[Build the number](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4521.

101605I

[Rest Before The Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4522.

101605K

[Travelling Salesman Strikes Back](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4523.

101605F

[Numerical Input Verication](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4524.

100536D

[Document Indexing](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4525.

100536H

[Heapsort](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4526.

100536I

[Irrelevant Elements](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4527.

100536E

[Easy Trading](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4528.

100536K

[Kingdom of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4529.

100536B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4530.

100536A

[Ancient Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4531.

101587F

[A 500000D=Cä5 CöCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4532.

101587J

[Save the Earth](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4533.

101587E

[A 500000D=Cä5 CöCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4534.

101587G

[A 500000D=Cä5 CöCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4535.

101587B

[A 500000D=Cä5 CöCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4536.

101587I

[A 500000D=Cä5 CöCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4537.

101587D

[A 500000D=Cä5 CöCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4538.

101587A

[A 500000D=Cä5 CöCD\\$5D,,5D BC\\$8CP](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4539.

101587C

[A&D BC, 8 C00D >C`L](#)

Rating: — · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4540.

101573H

[Array Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4541.

101573E

[Ugly Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4542.

101573G

[DHCP troubles](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4543.

101573D

[PalINTdromes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4544.

101573F

[Robot in the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4545.

101573C

[Signals in the Space](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4546.

101573B

[Interactor](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4547.

101573A

[Problem Order](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4548.

101504B

[Bergamot Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4549.

101504K

[Terrorists in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4550.

101504H

[Berodoskar Development](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4551.

101504E

[Dance it up!](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4552.

101504G

[Friends of Friends](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4553.

101504F

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4554.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4555.

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4556.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4557.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4558.

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4559.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4560.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4561.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4562.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4563.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4564.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4565.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4566.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4567.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4568.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4569.

101529D

[BÔTQ:Đ\\$@C,,:-C↔>C\\$1Că9 AD6Cà](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4570.

101529H

[B\\$50 BD](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4571.

101529E

[B GQAd\\$;C,,2D´9 C 8C´5D\\$8C](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4572.

101529I

[Aö@Ca2Cä4C](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4573.

101529A

[A,,ED\\$6D =CTB-C 0CÔ:C,,=C0](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4574.

101529C

[BD8D\\$æCTAD Ô:C´CC](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4575.

101529G

[BBDraCα0](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4576.

101529F

[Bd8CraC,,GCTACα8CR ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4577.

101078E

[Clocks](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4578.

100113B

[Airlines - 2](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4579.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · last AC: 2017-09-12 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4580.

100113D

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4581.

100113E

[Teach Yourself Pottery](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4582.

100113H

[Roman Cities](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4583.

100113F

[The Young Networker](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4584.

100113C

[Blots on Paper](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4585.

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4586.

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4587.

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4588.

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4589.

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4590.

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4591.

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4592.

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4593.

101412G

[Let There Be Light](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4594.

101412A

[Ginkgo Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4595.

101412B

[Stylish](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4596.

101412C

[One-Dimensional Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4597.

101412F

[Never Wait for Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4598.

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4599.

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4600.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4601.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4602.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4603.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4604.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4605.

100218E

[Mazes Exit Guide](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4606.

100218F

[Nonequal Parts](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-13 · last AC: 2017-08-13 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4607.

100218J

[Yet Another Minimal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4608.

100218A

[Perfect Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4609.

100218D

[Young Hackers](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4610.

100218G

[Primitive Product](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4611.

100218H

[Rent A Car](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4612.

100625G

[Getting Through](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-28 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4613.

100625J

[Jailbreak](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4614.

100625D

[Destination Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4615.

100625A

[Administrative Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4616.

100625I

[Incognito](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4617.

100625F

[Flying Safely](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4618.

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-06 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4619.

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4620.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4621.

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · Python 3 (first AC) · Tags: —

[awoo's solution](#)

4622.

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4623.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[awoo's solution](#)

4624.

100101B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4625.

100101C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4626.

100460G

[Eternal Champion](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-10 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4627.

100460F

[At the Hell's Threshold](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4628.

100460C

[Born for the Battle](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4629.

100460K

[Epilogue](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4630.

100460L

[Icy Rider](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4631.

100460H

[A Ballad about the Tear](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4632.

100460B

[Time of Trial](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-09 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4633.

100040A

[A" H0m3 C C CÔ0 C\\$5C'>D 8Cô5CD5](#)

Rating: — · first AC: 2017-04-30 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4634.

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4635.

100971M

[Decomposition into Good Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · last AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4636.

100971H

[Pavel's Party](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4637.

100971J

[Robots at Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4638.

100971A

[Treasure Island](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4639.

100971D

[Laying Cables](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4640.

100971F

[Two Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4641.

100971L

[Chess Match](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4642.

100971K

[Palindromization](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4643.

100971G

[Repair](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4644.

100971B

[Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4645.

100971C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4646.

100040B

[A5D&C04C@DÀ](#)

Rating: — · first AC: 2017-04-08 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4647.

100040I

[A5D&AD\\$0CÔ>C\\$;CT=C,,5 CÔ@Că3D 0CĂ<D°](#)

Rating: — · first AC: 2017-04-08 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4648.

100040J

[A5D&C08C':C](#)

Rating: — · first AC: 2017-04-08 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4649.

100040F

[BDBriaCT@D :C,,5 C CCD=C€](#)

Rating: — · first AC: 2017-04-08 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4650.

100040D

[B15007D4@C](#)

Rating: — · first AC: 2017-04-08 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4651.

100040E

[A0@C,ri0 NDt5C08D0 =C HC ECÄ0D\\$=Cä9 CD>D :CP](#)

Rating: — · first AC: 2017-04-08 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4652.

100044J

[A0x0F7CD0](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4653.

100044I

[A=CA0C04C00D0 >C'8CÄ?C,,0CD0](#)

Rating: — · first AC: 2017-04-08 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4654.

100044H

[B10CriaI](#)

Rating: — · first AC: 2017-04-01 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4655.

100044K

[A=BD=C'5C\\$AC=0D0 4C,,=C AD\\$8Dö](#)

Rating: — · first AC: 2017-04-01 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4656.

100044G

[A10C0=D](#)

Rating: — · first AC: 2017-04-01 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4657.

100044F

[AÄ0040Ct8Cö](#)

Rating: — · first AC: 2017-04-01 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4658.

100044A

[A000,1Cä;DÄHC,,9 Cä1D"8C' 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2017-04-01 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4659.

100044D

[A1xD1BC,,=C,,FC](#)

Rating: — · first AC: 2017-04-01 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4660.

101104L

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-28 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4661.

100266G

[AaAOT=CÔ8C' ?C @C](#)

Rating: — · first AC: 2017-03-28 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4662.

100266J

[B 000@CT<C BC,,7CÀ](#)

Rating: — · first AC: 2017-03-26 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4663.

100266H

[A0008CÔ4D >CÄ=D´5 Dt8D ;C](#)

Rating: — · first AC: 2017-03-26 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4664.

100266C

[ASTC=CÂ HC,,DD 0](#)

Rating: — · first AC: 2017-03-25 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4665.

100266D

[A 005Ct=DÀ](#)

Rating: — · first AC: 2017-03-25 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4666.

100266A

[A 000a](#)

Rating: — · first AC: 2017-03-25 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4667.

100266E

[B 0000T;CT=C,,5 C<>D >C´5C\\$AD\\$2C](#)

Rating: — · first AC: 2017-03-25 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4668.

100266F

[A 0040C>Dt=Cä5 D4@C 2CÔ5CÔ8CP](#)

Rating: — · first AC: 2017-03-25 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4669.

100266B

[B 002C=0](#)

Rating: — · first AC: 2017-03-25 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4670.

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4671.

101257C

[Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-14 · last AC: 2017-03-14 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4672.

101136C

[AD@CT2CÔ5CR 7C :C`8CÔ0CÔ8CP](#)

Rating: — · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4673.

101136E

[B5D8C ;](#)

Rating: — · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4674.

101136G

[A4D01aCS>C`>CÄ:C](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4675.

101136J

[BSQD44CÔ>D BC, ?CT@CT?C,,AC#8](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4676.

101136I

[Aä?CT00i FC,,O «Aô5D 5D BC =Cä2C#0»](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4677.

101136B

[A5D05D T0 D ?D 0C\\$0](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4678.

101136K

[BS0CÔ0;CÄ ODt8 C, `8D :C`NDt0DäICT5 C,,;C<°](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4679.

101136H

[«A#BCäFCä GCTB D BC BDÂ <C,,;C`8Cä=CT@Cä<?»](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4680.

101136A

[A>C00D, >C` :D CC4;D`9 D BCä;](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4681.

101136D

[BÖAC0C`0D\\$>D](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4682.

101187B

[A 20\\$;C CD](#)

Rating: — · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4683.

101187I

[AaUDrCÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4684.

101187K

[«A„ACr;DäG ND”5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4685.

101187A

[Atx0>D\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4686.

101257G

[24 · Tutorial](#)

Rating: — · first AC: 2017-02-13 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4687.

101257B

[2Trees · Tutorial](#)

Rating: — · first AC: 2017-02-13 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4688.

101257H

[Card · Tutorial](#)

Rating: — · first AC: 2017-02-13 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4689.

101257E

[Another Step-by-Step Pupil · Tutorial](#)

Rating: — · first AC: 2017-02-13 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4690.

101257D

[!Hasan · Tutorial](#)

Rating: — · first AC: 2017-02-13 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4691.

100043A

[A @0;B CÄ5D\\$8Dt5D :C O CÔ@Cä3D 5D AC,,O](#)

Rating: — · first AC: 2016-09-25 · last AC: 2017-01-26 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4692.

101223C

[Manic Moving · Tutorial](#)

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4693.

101223A

[Pie Progress](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4694.

101223B

[Fighting the Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4695.

100600B

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4696.

100703A

[Tea-drinking](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-08 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4697.

100831D

[B-KD\\$0Dò 8C4@C](#)

Rating: — · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4698.

100694L

[Hanoi Towers and the Progress](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4699.

399C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: number theory

[awoo's solution](#)

4700.

100703G

[Game of numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4701.

100796E

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

Rating: — · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4702.

100924G

[A=0D\\$0C, :D 0D 8C\\$>CR GC,,AC'>](#)

Rating: — · first AC: 2016-12-05 · Python 3 (first AC) · Tags: —

[awoo's solution](#)

4703.

100043G

[A4→00k ACâ 2D 5CÄ5CÔ5CÀ](#)

Rating: — · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4704.

101124H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4705.

101124I

[Odd Factor \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-05 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4706.

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4707.

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4708.

100247B

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4720.

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101104K

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4728.

101104I

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4729.

100043F

[AD500L D >Cd4CT=C,,O](#)

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4730.

100043I

[AãBC=0D](#)

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4731.

100043B

[A5C04CT@](#)

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4732.

100043C

[B 0000,GCÔKCR GC,,AC´0](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

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4733.

100043H

[B :Çã0CãAD\\$=Cã9 CD8C <CTBD 4C´O C= >C´LDd5C\\$>C' FCT?C€](#)

Rating: — · first AC: 2016-09-24 · MS C++ (first AC) · Tags: —

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4734.

100043E

[Aã3D= C Ä=C O C0D :Cã2C=0](#)

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4735.

100043D

[A,3D0l](#)

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4736.

100043J

[B Kd10D AC=8C' IC,,B](#)

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4737.

101095Z

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4743.

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4744.

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4745.

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101090G

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4748.

101090J

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4749.

101090H

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4750.

101078B

[Top 2000](#) · [Tutorial](#)

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4751.

101078C

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4752.

101078F

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101078J

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4754.

101078G

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4756.

101078I

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4757.

101078A

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4758.

101078L

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4759.

100993B

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4760.

100397B

[Bö30c4D² 4C´O C`5CÄCD >C](#)

Rating: — · first AC: 2016-02-28 · Python 3 (first AC) · Tags: —

[awoo's solution](#)

4761.

100400C

[T-X Cö@CäBC,ÄT-850](#)

Rating: — · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: —

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4762.

100869A

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Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

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4763.

100017E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-20 · GNU C++11 (first AC) · Tags: —

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4764.

1005863

[B 5Cm0](#)

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4765.

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-23 · last AC: 2015-12-11 · Java 7 (first AC) · Tags: —

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4766.

100281E

[AD5D15C\\$>](#)

Rating: — · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4767.

100809E

[ÄÄMö12C,,A C, D 0C=CC´0](#)

Rating: — · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4768.

100809D

[A,3D00](#)

Rating: — · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4769.

100809C

[B= D 5C\\$=Cä2C =C,,5](#)

Rating: — · first AC: 2015-11-08 · MS C++ (first AC) · Tags: —

[awoo's solution](#)

4770.

100809A

[A = 0.8D + CÄ<D²Ó](#)

Rating: — · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: —

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4771.

100800M

[Milestone Counter](#) · [Tutorial](#)

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4772.

100800I

[Nimionese](#) · [Tutorial](#)

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4773.

100800B

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4774.

100800C

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4775.

100796I

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4776.

100796D

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4777.

100796F

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4778.

100796H

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4779.

100796L

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4780.

100796G

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4781.

100796A

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4782.

100537B

[B-B0T;0'0Cb A C¤=C,,3C <C€](#)

Rating: — · first AC: 2015-10-22 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4783.

100537C

[BT¤0i1C€](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

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4784.

100537F

[AD8CÄ0D 8 C¤>CÖAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4785.

100537G

[A¤¤DipCCT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[awoo's solution](#)

4786.

100537E

[BD>CÄ0C, 7C =C,,<C BCT;DÄ=C O CÄ0D\\$5CÄ0D\\$8C¤0](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

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4787.

100537A

[A¤0068D\\$0C°](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

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4788.

1005886

[ASKDQC :C ;CTAC](#)

Rating: — · first AC: 2015-10-20 · Python 3 (first AC) · Tags: —

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4789.

100789E

[B-8CÄ¤0 8 Cö@D´6C¤8](#)

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4790.

100789I

[A¤¤D18CÖ:C BD 0CÖ7C,,AD\\$>D 0](#)

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4791.

100789A

[A`CD1HC¤¤ Cö>CD0D >C¤ Ò <C AD 8C"](#)

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4792.

100789G

[A4001D°](#)

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4793.

100789J

[AD>D>C40 CD>CÄ>C•](#)

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4794.

100789F

[B GCAD\\$;C,,2D`5 C 8C`5D\\$K](#)

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4795.

100017D

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4796.

1005862

[A70037D°](#)

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4797.

100092G

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4798.

100507L

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4799.

100507A

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4800.

100092H

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4801.

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4802.

100092E

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4803.

100092D

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100092C

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4805.

100092B

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Rating: — · first AC: 2015-09-08 · GNU C11 (first AC) · Tags: —

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4806.

100092A

[A](#) · [Tutorial](#)

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4807.

100017C

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4808.

100017B

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4809.

100017A

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4810.

100504D

[A](#) · [Tutorial](#)

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4811.

100504H

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4812.

100504G

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4813.

100504E

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4814.

100504B

[A5000-CÀ](#)

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4815.

399B

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Quality: 1,883 global accepts · Rating: — · first AC: 2015-07-04 · Python 3 (first AC) · Tags: —

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4816.

399A

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4817.

100703M

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Rating: — · first AC: 2015-06-21 · Python 3 (first AC) · Tags: —

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4818.

100703L

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4819.

100694B

[Far Manager](#) · [Tutorial](#)

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4820.

100694H

[Noisy Lecture](#) · [Tutorial](#)

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100694G

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