

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

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# Unique solved — b6e0

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

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Filters: none

Count: 841

1.

2062A

[String](#) · [Tutorial](#)

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2.

2061A

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3.

2057A

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4.

2053A

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Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

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5.

2035A

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6.

802G1

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7.

1984A

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

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8.

1975A

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9.

1919B

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**10.**

1919A

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Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
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**11.**

1805B

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**12.**

1805A

[We Need the Zero](#) · [Tutorial](#)

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**13.**

1798A

[Showstopper](#) · [Tutorial](#)

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**14.**

1777A

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**15.**

1793A

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**16.**

1792A

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**17.**

1780A

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

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**18.**

1781A

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**19.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math  
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**20.**

1761A

[Two Permutations](#) · [Tutorial](#)

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**21.**

1748A

[The Ultimate Square](#) · [Tutorial](#)

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**22.**

1740B

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

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**23.**

1740A

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**24.**

1709A

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Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

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**25.**

1706A

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

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**26.**

1637A

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**27.**

1634A

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**28.**

1632A

[ABC](#) · [Tutorial](#)

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**29.**

1614A

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**30.**

1612A

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**31.**

1598A

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**32.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

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**33.**

1579A

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**34.**

1574A

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**35.**

1566B

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**36.**

1566A

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**37.**

1569A

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**38.**

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

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**39.**

1549A

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**40.**

1567A

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**41.**

1556A

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**42.**

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**43.**

1553A

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**44.**

1561A

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**45.**

1560C

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**46.**

1560B

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**47.**

1560A

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**48.**

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

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**49.**

1554A

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**50.**

1552A

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**51.**

1551B1

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**52.**

1551A

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**53.**

1530B

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**54.**

1530A

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**55.**

1547B

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**56.**

1547A

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**57.**

1546A

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**58.**

1542A

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**59.**

1535A

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**60.**

1515A

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**61.**

1509A

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**62.**

1484A

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**63.**

1499A

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constructive algorithms, math

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**64.**

1421A

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1343B

[Balanced Array](#) · [Tutorial](#)

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**66.**

1491A

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Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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**67.**

1492A

[Three swimmers](#) · [Tutorial](#)

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**68.**

1490A

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Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: greedy, math

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**69.**

1466B

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**70.**

1466A

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**71.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

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**72.**

1462A

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**73.**

1461A

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

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

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**74.**

1450A

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Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
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**75.**

1454B

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Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · last AC: 2020-11-29 · GNU C++11 (first AC) · Tags: implementation  
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**76.**

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2020-11-24 · last AC: 2020-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, probabilities  
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**77.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · last AC: 2020-11-27 · GNU C++11 (first AC) · Tags: implementation, math  
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**78.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · last AC: 2020-11-27 · GNU C++11 (first AC) · Tags: greedy  
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**79.**

1452A

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Quality: 22,938 global accepts · Rating: 800 · first AC: 2020-11-19 · last AC: 2020-11-27 · GNU C++11 (first AC) · Tags: math  
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**80.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,954 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: implementation, math  
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**81.**

1451A

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Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: greedy, math  
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**82.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
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**83.**

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
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**84.**

1437A

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Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
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- 85.**  
1433B  
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[b6e0's solution](#)
- 86.**  
1433A  
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- 87.**  
1428A  
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Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: math  
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- 88.**  
1422A  
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- 89.**  
1405A  
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Quality: 21,906 global accepts · Rating: 800 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms  
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- 90.**  
1325B  
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- 92.**  
1400A  
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- 93.**  
1236A  
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- 94.**  
1154A  
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- 95.**  
1303A  
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**96.**

964A

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Quality: 10,310 global accepts · Rating: 800 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: math

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**97.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

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**98.**

1371A

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Quality: 51,256 global accepts · Rating: 800 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: math

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**99.**

1392B

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Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: implementation, math

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**100.**

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, math

[b6e0's solution](#)

**101.**

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-08-16 · last AC: 2020-08-16 · GNU C++11 (first AC) · Tags: brute force

[b6e0's solution](#)

**102.**

1311A

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

Quality: 46,269 global accepts · Rating: 800 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[b6e0's solution](#)

**103.**

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[b6e0's solution](#)

**104.**

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[b6e0's solution](#)

**105.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: geometry, math

[b6e0's solution](#)

**106.**

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: greedy

[b6e0's solution](#)

**107.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[b6e0's solution](#)

**108.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[b6e0's solution](#)

**109.**

1385A

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

Quality: 43,336 global accepts · Rating: 800 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**110.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,872 global accepts · Rating: 800 · first AC: 2020-07-29 · last AC: 2020-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[b6e0's solution](#)

**111.**

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: greedy, math

[b6e0's solution](#)

**112.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,808 global accepts · Rating: 800 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: greedy

[b6e0's solution](#)

**113.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,583 global accepts · Rating: 800 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[b6e0's solution](#)

**114.**

177A2

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

Quality: 8,564 global accepts · Rating: 800 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**115.**

177A1

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

Quality: 11,501 global accepts · Rating: 800 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**116.**

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,953 global accepts · Rating: 800 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**117.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,718 global accepts · Rating: 800 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: greedy, sortings

[b6e0's solution](#)

**118.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: greedy, math

[b6e0's solution](#)

**119.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,485 global accepts · Rating: 800 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**120.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,745 global accepts · Rating: 800 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: expression parsing, implementation

[b6e0's solution](#)

**121.**

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 800 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: brute force

[b6e0's solution](#)

**122.**

22A

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

Quality: 27,084 global accepts · Rating: 800 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: brute force

[b6e0's solution](#)

**123.**

16A

[Flag](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**124.**

14A

[Letter](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 800 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**125.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,424 global accepts · Rating: 800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**126.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,665 global accepts · Rating: 800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: math, probabilities

[b6e0's solution](#)

**127.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[b6e0's solution](#)

**128.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: greedy

[b6e0's solution](#)

**129.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[b6e0's solution](#)

**130.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-15 · last AC: 2020-06-30 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**131.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · last AC: 2020-06-26 · GNU C++11 (first AC) · Tags: geometry, math

[b6e0's solution](#)

**132.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,464 global accepts · Rating: 800 · first AC: 2020-06-20 · last AC: 2020-06-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[b6e0's solution](#)

**133.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,090 global accepts · Rating: 800 · first AC: 2020-05-21 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**134.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**135.**

1352A

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

Quality: 104,095 global accepts · Rating: 800 · first AC: 2020-05-09 · last AC: 2020-05-11 · GNU C++11 (first AC) · Tags: implementation, math

[b6e0's solution](#)

**136.**

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,908 global accepts · Rating: 800 · first AC: 2020-04-15 · last AC: 2020-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[b6e0's solution](#)

**137.**

1335A

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

Quality: 104,783 global accepts · Rating: 800 · first AC: 2020-04-13 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**138.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,436 global accepts · Rating: 800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[b6e0's solution](#)

**139.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,724 global accepts · Rating: 800 · first AC: 2020-03-18 · last AC: 2020-04-11 · GNU C++11 (first AC) · Tags: brute force, math  
[b6e0's solution](#)

**140.**

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,614 global accepts · Rating: 800 · first AC: 2020-04-07 · last AC: 2020-04-07 · GNU C++11 (first AC) · Tags: math  
[b6e0's solution](#)

**141.**

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,981 global accepts · Rating: 800 · first AC: 2019-07-06 · last AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[b6e0's solution](#)

**142.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,681 global accepts · Rating: 800 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: implementation  
[b6e0's solution](#)

**143.**

1328A

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

Quality: 131,893 global accepts · Rating: 800 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: math  
[b6e0's solution](#)

**144.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory  
[b6e0's solution](#)

**145.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2020-03-10 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: math  
[b6e0's solution](#)

**146.**

977A

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

Quality: 217,461 global accepts · Rating: 800 · first AC: 2020-03-13 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: implementation  
[b6e0's solution](#)

**147.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[b6e0's solution](#)

**148.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings  
[b6e0's solution](#)

**149.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: implementation, math  
[b6e0's solution](#)

**150.**

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,340 global accepts · Rating: 800 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**151.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[b6e0's solution](#)

**152.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,979 global accepts · Rating: 800 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[b6e0's solution](#)

**153.**

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**154.**

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[b6e0's solution](#)

**155.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: strings

[b6e0's solution](#)

**156.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[b6e0's solution](#)

**157.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[b6e0's solution](#)

**158.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[b6e0's solution](#)

**159.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[b6e0's solution](#)

**160.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[b6e0's solution](#)

**161.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[b6e0's solution](#)

**162.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[b6e0's solution](#)

**163.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[b6e0's solution](#)

**164.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[b6e0's solution](#)

**165.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, math

[b6e0's solution](#)

**166.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[b6e0's solution](#)

**167.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[b6e0's solution](#)

**168.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[b6e0's solution](#)

**169.**

1475B

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

Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-01-25 · last AC: 2021-01-29 · GNU C++11 (first AC) · Tags: brute force, dp, math

[b6e0's solution](#)

**170.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-01-25 · last AC: 2021-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[b6e0's solution](#)

**171.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,448 global accepts · Rating: 900 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[b6e0's solution](#)

**172.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,326 global accepts · Rating: 900 · first AC: 2020-11-17 · last AC: 2020-11-27 · GNU C++11 (first AC) · Tags: greedy, math

[b6e0's solution](#)

**173.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**174.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[b6e0's solution](#)

**175.**

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[b6e0's solution](#)

**176.**

616A

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

Quality: 10,830 global accepts · Rating: 900 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: implementation, strings

[b6e0's solution](#)

**177.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[b6e0's solution](#)

**178.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: math, sortings

[b6e0's solution](#)

**179.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · last AC: 2020-09-24 · GNU C++11 (first AC) · Tags: implementation, math

[b6e0's solution](#)

**180.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: brute force, data structures

[b6e0's solution](#)

**181.**

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · last AC: 2020-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[b6e0's solution](#)

**182.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,739 global accepts · Rating: 900 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: number theory

[b6e0's solution](#)

**183.**

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[b6e0's solution](#)

**184.**

10A

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

Quality: 8,345 global accepts · Rating: 900 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**185.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**186.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**187.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 900 · first AC: 2020-06-25 · last AC: 2020-06-27 · GNU C++11 (first AC) · Tags: games

[b6e0's solution](#)

**188.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · last AC: 2020-05-18 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**189.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · last AC: 2020-04-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[b6e0's solution](#)

**190.**

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,595 global accepts · Rating: 900 · first AC: 2020-04-13 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[b6e0's solution](#)

**191.**

34B

[Sale](#) · [Tutorial](#)

Quality: 66,020 global accepts · Rating: 900 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: greedy, sortings

[b6e0's solution](#)

**192.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,845 global accepts · Rating: 900 · first AC: 2020-03-24 · last AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, geometry

[b6e0's solution](#)

**193.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: implementation, number theory

[b6e0's solution](#)

## 194.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,773 global accepts · Rating: 900 · first AC: 2020-03-13 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: implementation, strings

[b6e0's solution](#)

## 195.

16B

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

Quality: 20,767 global accepts · Rating: 900 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[b6e0's solution](#)

## 196.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: greedy

[b6e0's solution](#)

## 197.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,695 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

## 198.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,682 global accepts · Rating: 900 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, math, strings

[b6e0's solution](#)

## 199.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[b6e0's solution](#)

## 200.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,695 global accepts · Rating: 900 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

## 201.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[b6e0's solution](#)

## 202.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[b6e0's solution](#)

## 203.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,175 global accepts · Rating: 1000 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[b6e0's solution](#)

**204.**

1876A

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

Quality: 34,912 global accepts · Rating: 1000 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[b6e0's solution](#)

**205.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation  
[b6e0's solution](#)

**206.**

1784A

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

Quality: 17,136 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[b6e0's solution](#)

**207.**

1781B

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

Quality: 14,756 global accepts · Rating: 1000 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[b6e0's solution](#)

**208.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[b6e0's solution](#)

**209.**

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[b6e0's solution](#)

**210.**

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[b6e0's solution](#)

**211.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[b6e0's solution](#)

**212.**

1632B

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

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[b6e0's solution](#)

**213.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[b6e0's solution](#)

**214.**

1579E1

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

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[b6e0's solution](#)

**215.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[b6e0's solution](#)

**216.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[b6e0's solution](#)

**217.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,929 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[b6e0's solution](#)

**218.**

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[b6e0's solution](#)

**219.**

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[b6e0's solution](#)

**220.**

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory  
[b6e0's solution](#)

**221.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation  
[b6e0's solution](#)

**222.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math  
[b6e0's solution](#)

**223.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,054 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy  
[b6e0's solution](#)

**224.**

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[b6e0's solution](#)

**225.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy  
[b6e0's solution](#)

**226.**

1430C

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

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[b6e0's solution](#)

**227.**

1438B

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

Quality: 29,063 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[b6e0's solution](#)

**228.**

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[b6e0's solution](#)

**229.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: games, greedy  
[b6e0's solution](#)

**230.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · last AC: 2020-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory  
[b6e0's solution](#)

**231.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,839 global accepts · Rating: 1000 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: math  
[b6e0's solution](#)

**232.**

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: greedy, math  
[b6e0's solution](#)

**233.**

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: brute force, math  
[b6e0's solution](#)

**234.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · last AC: 2020-08-12 · GNU C++11 (first AC) · Tags: greedy, math  
[b6e0's solution](#)

**235.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: sortings  
[b6e0's solution](#)

**236.**

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1000 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: brute force  
[b6e0's solution](#)

**237.**

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: brute force, implementation  
[b6e0's solution](#)

**238.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · last AC: 2020-06-27 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[b6e0's solution](#)

**239.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[b6e0's solution](#)

**240.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2020-03-10 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: greedy  
[b6e0's solution](#)

**241.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,940 global accepts · Rating: 1000 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: implementation  
[b6e0's solution](#)

**242.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: sortings  
[b6e0's solution](#)

**243.**

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[b6e0's solution](#)

**244.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry  
[b6e0's solution](#)

**245.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · last AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[b6e0's solution](#)

**246.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[b6e0's solution](#)

**247.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,972 global accepts · Rating: 1100 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[b6e0's solution](#)

**248.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[b6e0's solution](#)

**249.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[b6e0's solution](#)

**250.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[b6e0's solution](#)

**251.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[b6e0's solution](#)

**252.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[b6e0's solution](#)

**253.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[b6e0's solution](#)

**254.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, two pointers

[b6e0's solution](#)

**255.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: greedy

[b6e0's solution](#)

**256.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[b6e0's solution](#)

**257.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · last AC: 2021-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[b6e0's solution](#)

**258.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[b6e0's solution](#)

**259.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,822 global accepts · Rating: 1100 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[b6e0's solution](#)

**260.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[b6e0's solution](#)

**261.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[b6e0's solution](#)

**262.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · last AC: 2020-09-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[b6e0's solution](#)

**263.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[b6e0's solution](#)

**264.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[b6e0's solution](#)

**265.**

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[b6e0's solution](#)

**266.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[b6e0's solution](#)

**267.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,781 global accepts · Rating: 1100 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[b6e0's solution](#)

**268.**

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**269.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: implementation, sortings

[b6e0's solution](#)

**270.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1100 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[b6e0's solution](#)

**271.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[b6e0's solution](#)

**272.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-12 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[b6e0's solution](#)

**273.**

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-12 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: brute force, strings

[b6e0's solution](#)

**274.**

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[b6e0's solution](#)

**275.**

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**276.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 1100 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**277.**

1015C

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

Quality: 21,399 global accepts · Rating: 1100 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[b6e0's solution](#)

**278.**

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[b6e0's solution](#)

**279.**

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[b6e0's solution](#)

**280.**

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[b6e0's solution](#)

**281.**

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[b6e0's solution](#)

**282.**

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[b6e0's solution](#)

**283.**

1975C

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

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[b6e0's solution](#)

**284.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[b6e0's solution](#)

**285.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,664 global accepts · Rating: 1200 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[b6e0's solution](#)

**286.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,095 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[b6e0's solution](#)

**287.**

1792B

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

Quality: 24,139 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[b6e0's solution](#)

**288.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[b6e0's solution](#)

**289.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[b6e0's solution](#)

**290.**

1598C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[b6e0's solution](#)

**291.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

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

[b6e0's solution](#)

**292.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[b6e0's solution](#)

**293.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[b6e0's solution](#)

**294.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[b6e0's solution](#)

**295.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: interactive, math

[b6e0's solution](#)

**296.**

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · last AC: 2021-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[b6e0's solution](#)

**297.**

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · last AC: 2021-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[b6e0's solution](#)

**298.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, math

[b6e0's solution](#)

**299.**

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[b6e0's solution](#)

**300.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · last AC: 2020-11-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[b6e0's solution](#)

**301.**

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**302.**

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[b6e0's solution](#)

**303.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**304.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · last AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[b6e0's solution](#)

**305.**

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,575 global accepts · Rating: 1200 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[b6e0's solution](#)

**306.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation

[b6e0's solution](#)

**307.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[b6e0's solution](#)

**308.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2020-09-24 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: bitmasks, math

[b6e0's solution](#)

**309.**

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[b6e0's solution](#)

**310.**

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[b6e0's solution](#)

**311.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2020-03-18 · last AC: 2020-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[b6e0's solution](#)

**312.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: greedy

[b6e0's solution](#)

**313.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[b6e0's solution](#)

**314.**

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[b6e0's solution](#)

**315.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: implementation, sortings

[b6e0's solution](#)

**316.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · last AC: 2020-06-26 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[b6e0's solution](#)

**317.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers

[b6e0's solution](#)

### 318.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2020-05-17 · last AC: 2020-05-18 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[b6e0's solution](#)

### 319.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · last AC: 2020-05-18 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[b6e0's solution](#)

### 320.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[b6e0's solution](#)

### 321.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-09 · last AC: 2020-05-11 · GNU C++11 (first AC) · Tags: binary search, math

[b6e0's solution](#)

### 322.

1352B

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

Quality: 44,818 global accepts · Rating: 1200 · first AC: 2020-05-09 · last AC: 2020-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[b6e0's solution](#)

### 323.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,167 global accepts · Rating: 1200 · first AC: 2020-04-07 · last AC: 2020-04-07 · GNU C++11 (first AC) · Tags: games

[b6e0's solution](#)

### 324.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,472 global accepts · Rating: 1200 · first AC: 2020-03-24 · last AC: 2020-03-24 · GNU C++11 (first AC) · Tags: greedy, two pointers

[b6e0's solution](#)

### 325.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2020-03-13 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: sortings

[b6e0's solution](#)

### 326.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

### 327.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[b6e0's solution](#)

**328.**

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · last AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[b6e0's solution](#)

**329.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[b6e0's solution](#)

**330.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,804 global accepts · Rating: 1300 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[b6e0's solution](#)

**331.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[b6e0's solution](#)

**332.**

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[b6e0's solution](#)

**333.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[b6e0's solution](#)

**334.**

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[b6e0's solution](#)

**335.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,413 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[b6e0's solution](#)

**336.**

1560D

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

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[b6e0's solution](#)

**337.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[b6e0's solution](#)

**338.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force

[b6e0's solution](#)

**339.**

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[b6e0's solution](#)

**340.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[b6e0's solution](#)

**341.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-24 · last AC: 2020-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[b6e0's solution](#)

**342.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: combinatorics, math

[b6e0's solution](#)

**343.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[b6e0's solution](#)

**344.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[b6e0's solution](#)

**345.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[b6e0's solution](#)

**346.**

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · last AC: 2020-09-24 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[b6e0's solution](#)

**347.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**348.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,123 global accepts · Rating: 1300 · first AC: 2020-03-18 · last AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[b6e0's solution](#)

**349.**

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1300 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[b6e0's solution](#)

**350.**

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1300 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: implementation, sortings

[b6e0's solution](#)

**351.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,994 global accepts · Rating: 1300 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: math, number theory

[b6e0's solution](#)

**352.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · last AC: 2020-06-27 · GNU C++11 (first AC) · Tags: math

[b6e0's solution](#)

**353.**

1364B

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

Quality: 26,175 global accepts · Rating: 1300 · first AC: 2020-06-13 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: greedy, two pointers

[b6e0's solution](#)

**354.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · last AC: 2020-05-11 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**355.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-13 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[b6e0's solution](#)

**356.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2019-07-06 · last AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[b6e0's solution](#)

**357.**

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2019-07-06 · last AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[b6e0's solution](#)

**358.**

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math  
[b6e0's solution](#)

**359.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: —  
[b6e0's solution](#)

**360.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[b6e0's solution](#)

**361.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[b6e0's solution](#)

**362.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings  
[b6e0's solution](#)

**363.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · last AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings  
[b6e0's solution](#)

**364.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[b6e0's solution](#)

**365.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[b6e0's solution](#)

**366.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[b6e0's solution](#)

**367.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[b6e0's solution](#)

**368.**

1805C

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

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math

[b6e0's solution](#)

**369.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[b6e0's solution](#)

**370.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[b6e0's solution](#)

**371.**

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[b6e0's solution](#)

**372.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · last AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[b6e0's solution](#)

**373.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[b6e0's solution](#)

**374.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[b6e0's solution](#)

**375.**

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[b6e0's solution](#)

**376.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[b6e0's solution](#)

**377.**

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[b6e0's solution](#)

**378.**

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers  
[b6e0's solution](#)

**379.**

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[b6e0's solution](#)

**380.**

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: brute force, implementation  
[b6e0's solution](#)

**381.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers  
[b6e0's solution](#)

**382.**

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy  
[b6e0's solution](#)

**383.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · last AC: 2021-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
[b6e0's solution](#)

**384.**

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation  
[b6e0's solution](#)

**385.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · last AC: 2021-01-29 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math  
[b6e0's solution](#)

**386.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: greedy, math, number theory  
[b6e0's solution](#)

**387.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · last AC: 2020-11-27 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings  
[b6e0's solution](#)

**388.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math  
[b6e0's solution](#)

**389.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math  
[b6e0's solution](#)

**390.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,367 global accepts · Rating: 1400 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation  
[b6e0's solution](#)

**391.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · last AC: 2020-06-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers  
[b6e0's solution](#)

**392.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,139 global accepts · Rating: 1400 · first AC: 2020-06-20 · last AC: 2020-06-22 · GNU C++11 (first AC) · Tags: games, math, number theory  
[b6e0's solution](#)

**393.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · last AC: 2020-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[b6e0's solution](#)

**394.**

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,707 global accepts · Rating: 1400 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, math, sortings  
[b6e0's solution](#)

**395.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2020-03-09 · last AC: 2020-03-13 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search  
[b6e0's solution](#)

**396.**

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: implementation, math  
[b6e0's solution](#)

**397.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: binary search, math  
[b6e0's solution](#)

**398.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[b6e0's solution](#)

**399.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[b6e0's solution](#)

**400.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[b6e0's solution](#)

**401.**

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[b6e0's solution](#)

**402.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[b6e0's solution](#)

**403.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[b6e0's solution](#)

**404.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[b6e0's solution](#)

**405.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · last AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[b6e0's solution](#)

**406.**

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[b6e0's solution](#)

**407.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[b6e0's solution](#)

**408.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[b6e0's solution](#)

**409.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[b6e0's solution](#)

**410.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[b6e0's solution](#)

**411.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings

[b6e0's solution](#)

**412.**

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[b6e0's solution](#)

**413.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[b6e0's solution](#)

**414.**

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: sortings

[b6e0's solution](#)

**415.**

1546C

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

Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings

[b6e0's solution](#)

**416.**

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · last AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[b6e0's solution](#)

**417.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,622 global accepts · Rating: 1500 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: dp, math, matrices

[b6e0's solution](#)

**418.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,966 global accepts · Rating: 1500 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: dp

[b6e0's solution](#)

**419.**

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[b6e0's solution](#)

**420.**

1486B

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

Quality: 20,479 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[b6e0's solution](#)

**421.**

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2021-01-14 · last AC: 2021-01-14 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[b6e0's solution](#)

**422.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[b6e0's solution](#)

**423.**

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[b6e0's solution](#)

**424.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[b6e0's solution](#)

**425.**

1440C1

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

Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[b6e0's solution](#)

**426.**

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy

[b6e0's solution](#)

**427.**

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-10-06 · GNU C++11 (first AC) · Tags: implementation, strings

[b6e0's solution](#)

**428.**

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[b6e0's solution](#)

**429.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[b6e0's solution](#)

**430.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: greedy, math

[b6e0's solution](#)

**431.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[b6e0's solution](#)

**432.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · last AC: 2020-09-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[b6e0's solution](#)

**433.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[b6e0's solution](#)

**434.**

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[b6e0's solution](#)

**435.**

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[b6e0's solution](#)

**436.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · last AC: 2020-08-11 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[b6e0's solution](#)

**437.**

1399D

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

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-10 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[b6e0's solution](#)

**438.**

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: greedy, strings

[b6e0's solution](#)

**439.**

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · last AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[b6e0's solution](#)

**440.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: hashing, implementation

[b6e0's solution](#)

**441.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[b6e0's solution](#)

**442.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[b6e0's solution](#)

**443.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[b6e0's solution](#)

**444.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[b6e0's solution](#)

**445.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[b6e0's solution](#)

**446.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[b6e0's solution](#)

**447.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[b6e0's solution](#)

**448.**

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[b6e0's solution](#)

**449.**

1781C

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

Quality: 10,459 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings  
[b6e0's solution](#)

**450.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings  
[b6e0's solution](#)

**451.**

1748C

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

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[b6e0's solution](#)

**452.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[b6e0's solution](#)

**453.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,262 global accepts · Rating: 1600 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[b6e0's solution](#)

**454.**

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[b6e0's solution](#)

**455.**

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[b6e0's solution](#)

**456.**

1555D

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

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[b6e0's solution](#)

**457.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math  
[b6e0's solution](#)

**458.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · last AC: 2021-07-04 · GNU C++11 (first AC) · Tags: math, number theory  
[b6e0's solution](#)

**459.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,517 global accepts · Rating: 1600 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[b6e0's solution](#)

**460.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive  
[b6e0's solution](#)

**461.**

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · last AC: 2021-01-29 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings  
[b6e0's solution](#)

**462.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · last AC: 2020-11-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[b6e0's solution](#)

**463.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: brute force, math, sortings  
[b6e0's solution](#)

**464.**

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,487 global accepts · Rating: 1600 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[b6e0's solution](#)

**465.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees  
[b6e0's solution](#)

**466.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers  
[b6e0's solution](#)

**467.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: dfs and similar  
[b6e0's solution](#)

**468.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: games, math, number theory  
[b6e0's solution](#)

**469.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[b6e0's solution](#)

**470.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,074 global accepts · Rating: 1600 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: games, trees

[b6e0's solution](#)

**471.**

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[b6e0's solution](#)

**472.**

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[b6e0's solution](#)

**473.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,596 global accepts · Rating: 1600 · first AC: 2020-08-14 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: data structures, dp, math

[b6e0's solution](#)

**474.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2020-07-29 · last AC: 2020-08-11 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[b6e0's solution](#)

**475.**

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · last AC: 2020-06-27 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[b6e0's solution](#)

**476.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: implementation, math

[b6e0's solution](#)

**477.**

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[b6e0's solution](#)

**478.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,499 global accepts · Rating: 1600 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: binary search, brute force

[b6e0's solution](#)

**479.**

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · last AC: 2020-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms

[b6e0's solution](#)

**480.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[b6e0's solution](#)

**481.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: binary search, sortings

[b6e0's solution](#)

**482.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[b6e0's solution](#)

**483.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[b6e0's solution](#)

**484.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[b6e0's solution](#)

**485.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · last AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[b6e0's solution](#)

**486.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[b6e0's solution](#)

**487.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[b6e0's solution](#)

**488.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[b6e0's solution](#)

**489.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[b6e0's solution](#)

**490.**

1792D

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

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings  
[b6e0's solution](#)

**491.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers  
[b6e0's solution](#)

**492.**

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers  
[b6e0's solution](#)

**493.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[b6e0's solution](#)

**494.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math  
[b6e0's solution](#)

**495.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory  
[b6e0's solution](#)

**496.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[b6e0's solution](#)

**497.**

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths  
[b6e0's solution](#)

**498.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[b6e0's solution](#)

**499.**

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math  
[b6e0's solution](#)

**500.**

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory  
[b6e0's solution](#)

**501.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · last AC: 2021-08-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices  
[b6e0's solution](#)

**502.**

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: binary search, sortings, ternary search, two pointers  
[b6e0's solution](#)

**503.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math  
[b6e0's solution](#)

**504.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[b6e0's solution](#)

**505.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: dp  
[b6e0's solution](#)

**506.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers  
[b6e0's solution](#)

**507.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[b6e0's solution](#)

**508.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[b6e0's solution](#)

**509.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy

[b6e0's solution](#)

**510.**

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: implementation

[b6e0's solution](#)

**511.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[b6e0's solution](#)

**512.**

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: dp, sortings

[b6e0's solution](#)

**513.**

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, sortings

[b6e0's solution](#)

**514.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[b6e0's solution](#)

**515.**

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · last AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[b6e0's solution](#)

**516.**

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[b6e0's solution](#)

**517.**

1805D

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

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[b6e0's solution](#)

**518.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[b6e0's solution](#)

**519.**

1780D

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

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[b6e0's solution](#)

**520.**

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[b6e0's solution](#)

**521.**

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[b6e0's solution](#)

**522.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-09-09 · last AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[b6e0's solution](#)

**523.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · last AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[b6e0's solution](#)

**524.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[b6e0's solution](#)

**525.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[b6e0's solution](#)

**526.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[b6e0's solution](#)

**527.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[b6e0's solution](#)

**528.**

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[b6e0's solution](#)

**529.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[b6e0's solution](#)

**530.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation  
[b6e0's solution](#)

**531.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math  
[b6e0's solution](#)

**532.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings  
[b6e0's solution](#)

**533.**

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy  
[b6e0's solution](#)

**534.**

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2021-07-17 · last AC: 2021-07-17 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees  
[b6e0's solution](#)

**535.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2021-06-08 · GNU C++11 (first AC) · Tags: dp  
[b6e0's solution](#)

**536.**

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: math, probabilities  
[b6e0's solution](#)

**537.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees  
[b6e0's solution](#)

**538.**

220B

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

Quality: 12,882 global accepts · Rating: 1800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures  
[b6e0's solution](#)

**539.**

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[b6e0's solution](#)

**540.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,537 global accepts · Rating: 1800 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[b6e0's solution](#)

**541.**

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[b6e0's solution](#)

**542.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · last AC: 2020-11-13 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[b6e0's solution](#)

**543.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[b6e0's solution](#)

**544.**

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[b6e0's solution](#)

**545.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

[b6e0's solution](#)

**546.**

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[b6e0's solution](#)

**547.**

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[b6e0's solution](#)

**548.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[b6e0's solution](#)

**549.**

1355C

[Count Triangles](#) · [Tutorial](#)

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

[b6e0's solution](#)

**550.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[b6e0's solution](#)

**551.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[b6e0's solution](#)

**552.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[b6e0's solution](#)

**553.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[b6e0's solution](#)

**554.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[b6e0's solution](#)

**555.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 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

[b6e0's solution](#)

**556.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[b6e0's solution](#)

**557.**

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[b6e0's solution](#)

**558.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[b6e0's solution](#)

**559.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers  
[b6e0's solution](#)

**560.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[b6e0's solution](#)

**561.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees  
[b6e0's solution](#)

**562.**

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers  
[b6e0's solution](#)

**563.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[b6e0's solution](#)

**564.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers  
[b6e0's solution](#)

**565.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy  
[b6e0's solution](#)

**566.**

1547F

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

Quality: 6,951 global accepts · Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers  
[b6e0's solution](#)

**567.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation  
[b6e0's solution](#)

**568.**

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation  
[b6e0's solution](#)

**569.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · last AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings

[b6e0's solution](#)

**570.**

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[b6e0's solution](#)

**571.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[b6e0's solution](#)

**572.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[b6e0's solution](#)

**573.**

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[b6e0's solution](#)

**574.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

[b6e0's solution](#)

**575.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · last AC: 2020-09-19 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[b6e0's solution](#)

**576.**

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[b6e0's solution](#)

**577.**

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[b6e0's solution](#)

**578.**

2062E1

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

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

[b6e0's solution](#)

**579.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[b6e0's solution](#)

**580.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[b6e0's solution](#)

**581.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[b6e0's solution](#)

**582.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[b6e0's solution](#)

**583.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[b6e0's solution](#)

**584.**

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[b6e0's solution](#)

**585.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[b6e0's solution](#)

**586.**

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[b6e0's solution](#)

**587.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[b6e0's solution](#)

**588.**

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[b6e0's solution](#)

**589.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[b6e0's solution](#)

**590.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-12 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[b6e0's solution](#)

**591.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[b6e0's solution](#)

**592.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[b6e0's solution](#)

**593.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, hashing, strings

[b6e0's solution](#)

**594.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[b6e0's solution](#)

**595.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[b6e0's solution](#)

**596.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[b6e0's solution](#)

**597.**

1567D

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

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

[b6e0's solution](#)

**598.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[b6e0's solution](#)

**599.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: binary search, brute force, dp  
[b6e0's solution](#)

**600.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings  
[b6e0's solution](#)

**601.**

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[b6e0's solution](#)

**602.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: bitmasks, data structures  
[b6e0's solution](#)

**603.**

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: greedy, math, two pointers  
[b6e0's solution](#)

**604.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[b6e0's solution](#)

**605.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers  
[b6e0's solution](#)

**606.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees  
[b6e0's solution](#)

**607.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2021-10-16 · last AC: 2024-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[b6e0's solution](#)

**608.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees  
[b6e0's solution](#)

**609.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[b6e0's solution](#)

**610.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[b6e0's solution](#)

**611.**

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2022-11-15 · last AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, strings

[b6e0's solution](#)

**612.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[b6e0's solution](#)

**613.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[b6e0's solution](#)

**614.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2022-10-28 · last AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[b6e0's solution](#)

**615.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[b6e0's solution](#)

**616.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[b6e0's solution](#)

**617.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[b6e0's solution](#)

**618.**

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[b6e0's solution](#)

**619.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[b6e0's solution](#)

**620.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[b6e0's solution](#)

**621.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[b6e0's solution](#)

**622.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[b6e0's solution](#)

**623.**

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[b6e0's solution](#)

**624.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2020-10-31 · last AC: 2021-05-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[b6e0's solution](#)

**625.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[b6e0's solution](#)

**626.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[b6e0's solution](#)

**627.**

1433F

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

Quality: 6,747 global accepts · Rating: 2100 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: dp

[b6e0's solution](#)

**628.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-25 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[b6e0's solution](#)

**629.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
[b6e0's solution](#)

**630.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: dp, strings  
[b6e0's solution](#)

**631.**

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-18 · last AC: 2020-05-21 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search  
[b6e0's solution](#)

**632.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[b6e0's solution](#)

**633.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings  
[b6e0's solution](#)

**634.**

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[b6e0's solution](#)

**635.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[b6e0's solution](#)

**636.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs  
[b6e0's solution](#)

**637.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry  
[b6e0's solution](#)

**638.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp  
[b6e0's solution](#)

**639.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[b6e0's solution](#)

## 640.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[b6e0's solution](#)

## 641.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[b6e0's solution](#)

## 642.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[b6e0's solution](#)

## 643.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[b6e0's solution](#)

## 644.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[b6e0's solution](#)

## 645.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,928 global accepts · Rating: 2200 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[b6e0's solution](#)

## 646.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[b6e0's solution](#)

## 647.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[b6e0's solution](#)

## 648.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[b6e0's solution](#)

## 649.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[b6e0's solution](#)

## 650.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[b6e0's solution](#)

## 651.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[b6e0's solution](#)

## 652.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[b6e0's solution](#)

## 653.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings

[b6e0's solution](#)

## 654.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[b6e0's solution](#)

## 655.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2021-05-23 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[b6e0's solution](#)

## 656.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[b6e0's solution](#)

## 657.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

[b6e0's solution](#)

## 658.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[b6e0's solution](#)

## 659.

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[b6e0's solution](#)

**660.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[b6e0's solution](#)

**661.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[b6e0's solution](#)

**662.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[b6e0's solution](#)

**663.**

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[b6e0's solution](#)

**664.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · last AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[b6e0's solution](#)

**665.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · last AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[b6e0's solution](#)

**666.**

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[b6e0's solution](#)

**667.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[b6e0's solution](#)

**668.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[b6e0's solution](#)

**669.**

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[b6e0's solution](#)

**670.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[b6e0's solution](#)

**671.**

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers  
[b6e0's solution](#)

**672.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[b6e0's solution](#)

**673.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees  
[b6e0's solution](#)

**674.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees  
[b6e0's solution](#)

**675.**

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[b6e0's solution](#)

**676.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-10-16 · last AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees  
[b6e0's solution](#)

**677.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees  
[b6e0's solution](#)

**678.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[b6e0's solution](#)

**679.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[b6e0's solution](#)

**680.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[b6e0's solution](#)

**681.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-28 · last AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[b6e0's solution](#)

**682.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[b6e0's solution](#)

**683.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-05-16 · last AC: 2021-05-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[b6e0's solution](#)

**684.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: data structures, flows, hashing

[b6e0's solution](#)

**685.**

1399F

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

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings

[b6e0's solution](#)

**686.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[b6e0's solution](#)

**687.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · last AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[b6e0's solution](#)

**688.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[b6e0's solution](#)

**689.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math,

trees

[b6e0's solution](#)

**690.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[b6e0's solution](#)

**691.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[b6e0's solution](#)

**692.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[b6e0's solution](#)

**693.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[b6e0's solution](#)

**694.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · last AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[b6e0's solution](#)

**695.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[b6e0's solution](#)

**696.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-02-25 · last AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[b6e0's solution](#)

**697.**

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[b6e0's solution](#)

**698.**

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2022-10-13 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[b6e0's solution](#)

**699.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[b6e0's solution](#)

**700.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[b6e0's solution](#)

**701.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[b6e0's solution](#)

**702.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[b6e0's solution](#)

**703.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[b6e0's solution](#)

**704.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[b6e0's solution](#)

**705.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[b6e0's solution](#)

**706.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[b6e0's solution](#)

**707.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2021-03-14 · last AC: 2022-07-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[b6e0's solution](#)

**708.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[b6e0's solution](#)

**709.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[b6e0's solution](#)

**710.**

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[b6e0's solution](#)

**711.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer  
[b6e0's solution](#)

**712.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[b6e0's solution](#)

**713.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths  
[b6e0's solution](#)

**714.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · last AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[b6e0's solution](#)

**715.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[b6e0's solution](#)

**716.**

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics  
[b6e0's solution](#)

**717.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees  
[b6e0's solution](#)

**718.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices  
[b6e0's solution](#)

**719.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry  
[b6e0's solution](#)

**720.**

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2022-05-08 · last AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[b6e0's solution](#)

**721.**

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[b6e0's solution](#)

**722.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[b6e0's solution](#)

**723.**

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[b6e0's solution](#)

**724.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[b6e0's solution](#)

**725.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[b6e0's solution](#)

**726.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[b6e0's solution](#)

**727.**

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy

[b6e0's solution](#)

**728.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[b6e0's solution](#)

**729.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[b6e0's solution](#)

**730.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[b6e0's solution](#)

**731.**

1647E

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

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy

[b6e0's solution](#)

**732.**

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[b6e0's solution](#)

**733.**

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-15 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[b6e0's solution](#)

**734.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[b6e0's solution](#)

**735.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[b6e0's solution](#)

**736.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: dp

[b6e0's solution](#)

**737.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[b6e0's solution](#)

**738.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: dp, greedy

[b6e0's solution](#)

**739.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[b6e0's solution](#)

**740.**

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, data structures, dp, greedy

[b6e0's solution](#)

**741.**

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[b6e0's solution](#)

**742.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[b6e0's solution](#)

**743.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[b6e0's solution](#)

**744.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[b6e0's solution](#)

**745.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[b6e0's solution](#)

**746.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[b6e0's solution](#)

**747.**

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[b6e0's solution](#)

**748.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[b6e0's solution](#)

**749.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[b6e0's solution](#)

**750.**

1805F1

[Survival of the Weakest \(easy version\) · Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[b6e0's solution](#)

**751.**

1793F

[Rebranding · Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[b6e0's solution](#)

**752.**

1793E

[Veletin and Marketing · Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[b6e0's solution](#)

**753.**

7E

[Defining Macros · Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2022-11-19 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, expression parsing, implementation

[b6e0's solution](#)

**754.**

372D

[Choosing Subtree is Fun · Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[b6e0's solution](#)

**755.**

896C

[Willem, Chtholly and Seniorious · Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[b6e0's solution](#)

**756.**

1051E

[Vasya and Big Integers · Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[b6e0's solution](#)

**757.**

797F

[Mice and Holes · Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-10-05 · last AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[b6e0's solution](#)

**758.**

750E

[New Year and Old Subsequence · Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[b6e0's solution](#)

**759.**

1558D

[Top-Notch Insertions · Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[b6e0's solution](#)

**760.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, number theory

[b6e0's solution](#)

**761.**

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[b6e0's solution](#)

**762.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2023-06-04 · last AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[b6e0's solution](#)

**763.**

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[b6e0's solution](#)

**764.**

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[b6e0's solution](#)

**765.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[b6e0's solution](#)

**766.**

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[b6e0's solution](#)

**767.**

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[b6e0's solution](#)

**768.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs

[b6e0's solution](#)

**769.**

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[b6e0's solution](#)

**770.**

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[b6e0's solution](#)

**771.**

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[b6e0's solution](#)

**772.**

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[b6e0's solution](#)

**773.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[b6e0's solution](#)

**774.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[b6e0's solution](#)

**775.**

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[b6e0's solution](#)

**776.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[b6e0's solution](#)

**777.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[b6e0's solution](#)

**778.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[b6e0's solution](#)

**779.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · last AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[b6e0's solution](#)

**780.**

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[b6e0's solution](#)

**781.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[b6e0's solution](#)

**782.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[b6e0's solution](#)

**783.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[b6e0's solution](#)

**784.**

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[b6e0's solution](#)

**785.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

[b6e0's solution](#)

**786.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[b6e0's solution](#)

**787.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, meet-in-the-middle

[b6e0's solution](#)

**788.**

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[b6e0's solution](#)

**789.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[b6e0's solution](#)

**790.**

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[b6e0's solution](#)

**791.**

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy

[b6e0's solution](#)

**792.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[b6e0's solution](#)

**793.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[b6e0's solution](#)

**794.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[b6e0's solution](#)

**795.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[b6e0's solution](#)

**796.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-02-10 · last AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[b6e0's solution](#)

**797.**

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, shortest paths, strings

[b6e0's solution](#)

**798.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[b6e0's solution](#)

**799.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[b6e0's solution](#)

**800.**

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees  
[b6e0's solution](#)

**801.**

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive  
[b6e0's solution](#)

**802.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[b6e0's solution](#)

**803.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[b6e0's solution](#)

**804.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[b6e0's solution](#)

**805.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory  
[b6e0's solution](#)

**806.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: flows, greedy  
[b6e0's solution](#)

**807.**

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, strings  
[b6e0's solution](#)

**808.**

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[b6e0's solution](#)

**809.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-26 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[b6e0's solution](#)

**810.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[b6e0's solution](#)

**811.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[b6e0's solution](#)

**812.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[b6e0's solution](#)

**813.**

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, trees

[b6e0's solution](#)

**814.**

2079A

[Alice, Bob, And Two Arrays](#) · [Tutorial](#)

Quality: 37 global accepts · Rating: 3300 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, data structures, dp, games

[b6e0's solution](#)

**815.**

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[b6e0's solution](#)

**816.**

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[b6e0's solution](#)

**817.**

868G

[El Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[b6e0's solution](#)

**818.**

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[b6e0's solution](#)

**819.**

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[b6e0's solution](#)

**820.**

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[b6e0's solution](#)

**821.**

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[b6e0's solution](#)

**822.**

2084H

[Turtle and Nedium 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[b6e0's solution](#)

**823.**

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[b6e0's solution](#)

**824.**

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[b6e0's solution](#)

**825.**

104461K

[Final Defense Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[b6e0's solution](#)

**826.**

102864I

[shenyunhan Loves Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[b6e0's solution](#)

**827.**

105184F

[3 Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · last AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[b6e0's solution](#)

**828.**

105184J

[Iris' Food](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[b6e0's solution](#)

**829.**

105184I

[Subnet](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[b6e0's solution](#)

**830.**

105184H

[Missing Iris](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[b6e0's solution](#)

**831.**

105184G

[Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[b6e0's solution](#)

**832.**

105184E

[Breakfast II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[b6e0's solution](#)

**833.**

105184D

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[b6e0's solution](#)

**834.**

105184C

[Goose Goose Duck](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[b6e0's solution](#)

**835.**

105184B

[Sequence II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[b6e0's solution](#)

**836.**

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[b6e0's solution](#)

**837.**

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[b6e0's solution](#)

**838.**

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[b6e0's solution](#)

**839.**

102331H

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

Rating: — · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[b6e0's solution](#)

**840.**

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[b6e0's solution](#)

**841.**

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[b6e0's solution](#)