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Unique solved — bashkort

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

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Filters: none

Count: 1,804

- 1.**
2161A
[Round Trip](#) · [Tutorial](#)
Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: [games](#), [greedy](#), [implementation](#), [math](#)
[bashkort's solution](#)
- 2.**
2094B
[Bobritto Bandito](#) · [Tutorial](#)
Quality: 33,148 global accepts · Rating: 800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#)
[bashkort's solution](#)
- 3.**
2094A
[Trippi Troppi](#) · [Tutorial](#)
Quality: 56,270 global accepts · Rating: 800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: [strings](#)
[bashkort's solution](#)
- 4.**
2122A
[Greedy Grid](#) · [Tutorial](#)
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[bashkort's solution](#)
- 5.**
2124A
[Deranged Deletions](#) · [Tutorial](#)
Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [sortings](#)
[bashkort's solution](#)
- 6.**
4A
[Watermelon](#) · [Tutorial](#)
Quality: 687,685 global accepts · Rating: 800 · first AC: 2022-07-22 · last AC: 2025-07-02 · GNU C11 (first AC) · Tags: [brute force](#), [math](#)
[bashkort's solution](#)
- 7.**
2053A
[Tender Carpenter](#) · [Tutorial](#)
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[bashkort's solution](#)
- 8.**
2096A
[Wonderful Sticks](#) · [Tutorial](#)
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[bashkort's solution](#)
- 9.**
2084A
[Max and Mod](#) · [Tutorial](#)
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- 10.**
2062A
[String](#) · [Tutorial](#)

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11.

2061A

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Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[bashkort's solution](#)

12.

2057A

[MEX Table](#) · [Tutorial](#)

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13.

2051B

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14.

2051A

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15.

2048A

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16.

2034A

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17.

2039A

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18.

2029A

[Set](#) · [Tutorial](#)

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19.

2035A

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20.

1773F

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21.

1912L

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22.

1915A

[Odd One Out](#) · [Tutorial](#)

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23.

1999A

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24.

2009A

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25.

2002A

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26.

1991A

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27.

1996B

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28.

1996A

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29.

1994A

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30.

1987A

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31.

1984A

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32.

1982A

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33.

1975A

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34.

1284A

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35.

1966A

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36.

1942A

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37.

1950A

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38.

1941A

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39.

1933A

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40.

1933B

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41.

1178A

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42.

1930A

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43.

1931B

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44.

1931A

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45.

1928A

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46.

1927A

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47.

1919B

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48.

1919A

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49.

1916A

[2023](#) · [Tutorial](#)

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50.

1915C

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51.

1915B

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52.

1909A

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53.

1896A

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54.

1899A

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55.

1894A

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56.

1884A

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57.

1368A

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58.

1810B

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59.

1810A

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60.

1878B

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61.

1878A

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62.

1866A

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Quality: 51,319 global accepts · Rating: 800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: math

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63.

1870A

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64.

1873D

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65.

1873C

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66.

1873B

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67.

1873A

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68.

1863A

[Channel](#) · [Tutorial](#)

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69.

1859A

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70.

1864A

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71.

1853A

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72.

1862B

[Sequence Game](#) · [Tutorial](#)

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73.

1862A

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- 74.**
1872A
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- 75.**
1849A
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- 76.**
1088A
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- 77.**
1844A
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1689A
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- 79.**
1842A
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1843C
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1843B
[Long Long](#) · [Tutorial](#)
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- 82.**
1843A
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- 83.**
1841A
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- 84.**
1553A
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85.

1838A

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86.

1833A

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87.

1823A

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88.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

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89.

1829B

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Quality: 78,005 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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90.

1829A

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91.

1821A

[Matching](#) · [Tutorial](#)

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92.

1305A

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93.

1798A

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94.

1804A

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95.

1800A

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96.

1788A

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97.

1791B

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98.

1791C

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99.

1791A

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100.

1787A

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Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[bashkort's solution](#)

101.

1704A

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102.

1792A

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103.

1777A

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104.

1392B

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105.

1392A

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106.

1781A

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107.

1762A

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108.

1530B

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109.

1530A

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110.

1775A1

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Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[bashkort's solution](#)

111.

1783A

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Quality: 48,698 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

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112.

1768A

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113.

1779A

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114.

1731A

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115.

158A

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116.

1097A

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117.

1772B

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118.

1772A

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119.

1774A

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Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[bashkort's solution](#)

120.

1769A

[B47Cm0Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, math

[bashkort's solution](#)

121.

1761A

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122.

1764A

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123.

1765B

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Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[bashkort's solution](#)

124.

1760C

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125.

1760B

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[bashkort's solution](#)

126.

1760A

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127.

282A

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128.

1750B

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129.

1750A

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130.

1741B

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131.

1741A

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132.

1740B

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133.

1740A

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134.

1754A

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[bashkort's solution](#)

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1754B

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136.

1746B

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137.

1746A

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138.

1738A

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139.

1739A

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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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140.

1730A

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Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
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1733A

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630A

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143.

1728B

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144.

1728A

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145.

1725A

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146.

1717A

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147.

1722C

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148.

1722B

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149.

1722A

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Quality: 65,617 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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150.

1721A

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151.

1715A

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152.

1719B

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1719A

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[bashkort's solution](#)

154.

1720B

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155.

1709A

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156.

1706A

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157.

1708A

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158.

1705A

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159.

1703C

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Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

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160.

1703B

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161.

1703A

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162.

1702B

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1702A

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164.

1701B

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165.

1701A

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1473A

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1614A

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168.

1681B

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169.

1681A

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170.

1150A

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171.

1136A

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172.

1698B

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173.

1698A

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174.

1696A

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Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

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175.

1695A

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176.

1697A

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177.

1692C

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1692B

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179.

1692A

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180.

1690C

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1690B

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182.

1690A

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183.

1684B

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184.

1684A

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185.

1352A

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186.

1680B

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187.

1680A

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188.

1676C

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189.

1676B

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190.

1676A

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191.

1674B

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192.

1674A

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193.

1672B

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194.

1672A

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195.

1669C

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196.

1669B

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197.

1669A

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198.

1652B

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199.

1652A

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200.

1634A

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201.

1631A

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[bashkort's solution](#)

202.

1633B

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[bashkort's solution](#)

203.

1633A

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[bashkort's solution](#)

204.

1626A

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206.

1400A

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208.

1624A

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1621A

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1616A

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1615A

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212.

1620A

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213.

1617A

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214.

1618B

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1618A

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217.

1608A

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218.

1611B

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1611A

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1552A

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223.

1549B

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1549A

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226.

1592A

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227.

1602A

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228.

1582A

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1583A

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230.

1223A

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231.

1593A

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1415A

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233.

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1579A

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1566B

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1560A

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1438A

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1484A

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1493A

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272.

1472A

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1374A

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274.

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276.

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1385A

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279.

1343B

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280.

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290.

1409A

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291.

1450A

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292.

1453A

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293.

1454B

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294.

1454A

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295.

1399B

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296.

1399A

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297.

1335A

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298.

2094C

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299.

2062B

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301.

1666D

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302.

2035B

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303.

1988B

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304.

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305.

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306.

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1915D

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308.

1896B

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309.

1878C

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310.

1869A

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311.

1525B

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[bashkort's solution](#)

312.

1872B

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

Quality: 30,493 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[bashkort's solution](#)

313.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[bashkort's solution](#)

314.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[bashkort's solution](#)

315.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[bashkort's solution](#)

316.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[bashkort's solution](#)

317.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[bashkort's solution](#)

318.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[bashkort's solution](#)

319.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[bashkort's solution](#)

320.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,529 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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321.

1720A

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Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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322.

1709B

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Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation

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323.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[bashkort's solution](#)

324.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[bashkort's solution](#)

325.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[bashkort's solution](#)

326.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,307 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[bashkort's solution](#)

327.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,160 global accepts · Rating: 900 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[bashkort's solution](#)

328.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[bashkort's solution](#)

329.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory

[bashkort's solution](#)

330.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,930 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bashkort's solution](#)

331.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,827 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[bashkort's solution](#)

332.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[bashkort's solution](#)

333.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[bashkort's solution](#)

334.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[bashkort's solution](#)

335.

1588A

[Two Arrays](#) · [Tutorial](#)

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

[bashkort's solution](#)

336.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,471 global accepts · Rating: 900 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: strings

[bashkort's solution](#)

337.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,437 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[bashkort's solution](#)

338.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,358 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[bashkort's solution](#)

339.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,622 global accepts · Rating: 900 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[bashkort's solution](#)

340.

1593B

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

Quality: 40,638 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[bashkort's solution](#)

341.

1543B

[Customising the Track](#) · [Tutorial](#)

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

[bashkort's solution](#)

342.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,940 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[bashkort's solution](#)

343.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,295 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bashkort's solution](#)

344.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-03-10 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[bashkort's solution](#)

345.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-02 · Java 11 (first AC) · Tags: bitmasks, brute force, implementation
[bashkort's solution](#)

346.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · Java 8 (first AC) · Tags: greedy, implementation, sortings
[bashkort's solution](#)

347.

1475B

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

Quality: 57,238 global accepts · Rating: 900 · first AC: 2021-01-25 · Java 11 (first AC) · Tags: brute force, dp, math
[bashkort's solution](#)

348.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,796 global accepts · Rating: 900 · first AC: 2021-01-25 · Java 11 (first AC) · Tags: math, number theory
[bashkort's solution](#)

349.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[bashkort's solution](#)

350.

1471A

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

Quality: 38,201 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[bashkort's solution](#)

351.

1374B

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

Quality: 71,574 global accepts · Rating: 900 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[bashkort's solution](#)

352.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,383 global accepts · Rating: 900 · first AC: 2020-12-20 · Java 11 (first AC) · Tags: brute force, math
[bashkort's solution](#)

353.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,445 global accepts · Rating: 900 · first AC: 2020-12-15 · Java 11 (first AC) · Tags: brute force, greedy, math
[bashkort's solution](#)

354.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-12-10 · Java 11 (first AC) · Tags: constructive algorithms, greedy
[bashkort's solution](#)

355.

1335B

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

Quality: 42,595 global accepts · Rating: 900 · first AC: 2020-04-13 · Java 8 (first AC) · Tags: constructive algorithms

[bashkort's solution](#)

356.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[bashkort's solution](#)

357.

2057B

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

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[bashkort's solution](#)

358.

2051C

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

Quality: 28,007 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[bashkort's solution](#)

359.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[bashkort's solution](#)

360.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[bashkort's solution](#)

361.

2002B

[Removals Game](#) · [Tutorial](#)

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

[bashkort's solution](#)

362.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[bashkort's solution](#)

363.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math

[bashkort's solution](#)

364.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[bashkort's solution](#)

365.

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[bashkort's solution](#)

366.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[bashkort's solution](#)

367.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,881 global accepts · Rating: 1000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[bashkort's solution](#)

368.

1927C

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

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[bashkort's solution](#)

369.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[bashkort's solution](#)

370.

1876A

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

Quality: 34,905 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[bashkort's solution](#)

371.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,360 global accepts · Rating: 1000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[bashkort's solution](#)

372.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,585 global accepts · Rating: 1000 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[bashkort's solution](#)

373.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[bashkort's solution](#)

374.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[bashkort's solution](#)

375.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,164 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[bashkort's solution](#)

376.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[bashkort's solution](#)

377.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[bashkort's solution](#)

378.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[bashkort's solution](#)

379.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,258 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[bashkort's solution](#)

380.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,907 global accepts · Rating: 1000 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[bashkort's solution](#)

381.

1781B

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

Quality: 14,755 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[bashkort's solution](#)

382.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[bashkort's solution](#)

383.

1769B1

[A = 1068D > C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation, math

[bashkort's solution](#)

384.

1761B

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

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[bashkort's solution](#)

385.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[bashkort's solution](#)

386.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[bashkort's solution](#)

387.

1760D

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

Quality: 27,011 global accepts · Rating: 1000 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[bashkort's solution](#)

388.

103433M

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

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

[bashkort's solution](#)

389.

1725B

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

Quality: 28,261 global accepts · Rating: 1000 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[bashkort's solution](#)

390.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bashkort's solution](#)

391.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,601 global accepts · Rating: 1000 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[bashkort's solution](#)

392.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[bashkort's solution](#)

393.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,090 global accepts · Rating: 1000 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[bashkort's solution](#)

394.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,025 global accepts · Rating: 1000 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[bashkort's solution](#)

395.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[bashkort's solution](#)

396.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[bashkort's solution](#)

397.

1690D

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

Quality: 47,017 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[bashkort's solution](#)

398.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,311 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[bashkort's solution](#)

399.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings
[bashkort's solution](#)

400.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[bashkort's solution](#)

401.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,468 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[bashkort's solution](#)

402.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[bashkort's solution](#)

403.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[bashkort's solution](#)

404.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[bashkort's solution](#)

405.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[bashkort's solution](#)

406.

1223B

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

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: strings
[bashkort's solution](#)

407.

1225B1

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

Quality: 12,518 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bashkort's solution](#)

408.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,884 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[bashkort's solution](#)

409.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[bashkort's solution](#)

410.

1579E1

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

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bashkort's solution](#)

411.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[bashkort's solution](#)

412.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,922 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[bashkort's solution](#)

413.

1562B

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

Quality: 20,542 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[bashkort's solution](#)

414.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bashkort's solution](#)

415.

1550B

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416.

1521A

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417.

1490B

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Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · Java 8 (first AC) · Tags: brute force, constructive algorithms, math

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418.

1485A

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419.

1476A

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420.

1474B

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421.

1374C

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422.

1469B

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423.

1469A

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424.

1256A

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425.

1411B

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426.

2094D

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427.

2122B

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Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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428.

2096B

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429.

2084B

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430.

2061B

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2029B

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1991B

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1994B

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1984B

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435.

1966B

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1942B

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437.

1933C

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438.

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439.

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440.

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441.

1869B

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442.

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443.

1863B

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444.

1864B

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445.

1862C

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446.

1872C

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447.

1842B

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448.

1838B

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450.

1826B

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451.

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1821B

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453.

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1791G1

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1791E

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458.

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1731B

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463.

1726B

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1717B

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1722D

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1708B

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468.

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469.

1702C

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471.

1676E

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472.

1672C

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1669F

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1669D

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1324C

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1631B

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1626B

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1616B

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1407A

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1610B

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1375A

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488.

1602B

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489.

1227A

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1593D1

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1594B

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498.

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1523B

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1496B

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503.

1490C

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1481B

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1471B

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506.

1472C

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507.

1463A

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1360C

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509.

2161C

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510.

2094E

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511.

2053B

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2062C

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513.

2051D

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514.

2048C

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515.

2039C1

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516.

2002C

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517.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,026 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
[bashkort's solution](#)

518.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[bashkort's solution](#)

519.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,896 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[bashkort's solution](#)

520.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[bashkort's solution](#)

521.

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[bashkort's solution](#)

522.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[bashkort's solution](#)

523.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-28 · Java 21 (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[bashkort's solution](#)

524.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,751 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[bashkort's solution](#)

525.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[bashkort's solution](#)

526.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,943 global accepts · Rating: 1200 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[bashkort's solution](#)

527.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[bashkort's solution](#)

528.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[bashkort's solution](#)

529.

1352B

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

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[bashkort's solution](#)

530.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[bashkort's solution](#)

531.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,814 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[bashkort's solution](#)

532.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[bashkort's solution](#)

533.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1200 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[bashkort's solution](#)

534.

1305B

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

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[bashkort's solution](#)

535.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,788 global accepts · Rating: 1200 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[bashkort's solution](#)

536.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[bashkort's solution](#)

537.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[bashkort's solution](#)

538.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, trees

[bashkort's solution](#)

539.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,943 global accepts · Rating: 1200 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[bashkort's solution](#)

540.

1769C1

[A65C01d CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp, greedy

[bashkort's solution](#)

541.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · last AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[bashkort's solution](#)

542.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[bashkort's solution](#)

543.

33A

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

Quality: 4,851 global accepts · Rating: 1200 · first AC: 2022-09-24 · GNU C11 (first AC) · Tags: greedy, implementation

[bashkort's solution](#)

544.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,229 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[bashkort's solution](#)

545.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,580 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bashkort's solution](#)

546.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[bashkort's solution](#)

547.

1150C

[Prefix Sum Primes](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[bashkort's solution](#)

548.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,425 global accepts · Rating: 1200 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[bashkort's solution](#)

549.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,275 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[bashkort's solution](#)

550.

1352C

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

Quality: 69,758 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[bashkort's solution](#)

551.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[bashkort's solution](#)

552.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[bashkort's solution](#)

553.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[bashkort's solution](#)

554.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,252 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings
[bashkort's solution](#)

555.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[bashkort's solution](#)

556.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[bashkort's solution](#)

557.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees
[bashkort's solution](#)

558.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[bashkort's solution](#)

559.

1598C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[bashkort's solution](#)

560.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,332 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings
[bashkort's solution](#)

561.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,361 global accepts · Rating: 1200 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[bashkort's solution](#)

562.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[bashkort's solution](#)

563.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[bashkort's solution](#)

564.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,925 global accepts · Rating: 1200 · first AC: 2021-04-19 · Java 11 (first AC) · Tags: bitmasks, combinatorics, math

[bashkort's solution](#)

565.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · Java 8 (first AC) · Tags: constructive algorithms, data structures, greedy

[bashkort's solution](#)

566.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,707 global accepts · Rating: 1200 · first AC: 2021-04-03 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bashkort's solution](#)

567.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · Java 11 (first AC) · Tags: geometry, greedy, sortings

[bashkort's solution](#)

568.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · Java 11 (first AC) · Tags: brute force, math

[bashkort's solution](#)

569.

1490D

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

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

[bashkort's solution](#)

570.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · Java 8 (first AC) · Tags: dp, implementation, math

[bashkort's solution](#)

571.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[bashkort's solution](#)

572.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2020-12-21 · Java 11 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[bashkort's solution](#)

573.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,330 global accepts · Rating: 1200 · first AC: 2020-12-21 · Java 11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[bashkort's solution](#)

574.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-12-21 · Java 11 (first AC) · Tags: brute force, graphs, greedy
[bashkort's solution](#)

575.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-12-21 · Java 11 (first AC) · Tags: greedy
[bashkort's solution](#)

576.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-12-20 · Java 11 (first AC) · Tags: dp, greedy, two pointers
[bashkort's solution](#)

577.

1433D

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

Quality: 30,571 global accepts · Rating: 1200 · first AC: 2020-12-10 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar
[bashkort's solution](#)

578.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · Java 11 (first AC) · Tags: greedy, implementation
[bashkort's solution](#)

579.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[bashkort's solution](#)

580.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[bashkort's solution](#)

581.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[bashkort's solution](#)

582.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[bashkort's solution](#)

583.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[bashkort's solution](#)

584.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[bashkort's solution](#)

585.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[bashkort's solution](#)

586.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[bashkort's solution](#)

587.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[bashkort's solution](#)

588.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[bashkort's solution](#)

589.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,621 global accepts · Rating: 1300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[bashkort's solution](#)

590.

1927D

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

Quality: 33,167 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[bashkort's solution](#)

591.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[bashkort's solution](#)

592.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[bashkort's solution](#)

593.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[bashkort's solution](#)

594.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[bashkort's solution](#)

595.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[bashkort's solution](#)

596.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[bashkort's solution](#)

597.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[bashkort's solution](#)

598.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[bashkort's solution](#)

599.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[bashkort's solution](#)

600.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[bashkort's solution](#)

601.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[bashkort's solution](#)

602.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[bashkort's solution](#)

603.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[bashkort's solution](#)

604.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[bashkort's solution](#)

605.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[bashkort's solution](#)

606.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[bashkort's solution](#)

607.

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[bashkort's solution](#)

608.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[bashkort's solution](#)

609.

1769C2

[A>00:0 CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp

[bashkort's solution](#)

610.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[bashkort's solution](#)

611.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[bashkort's solution](#)

612.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bashkort's solution](#)

613.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bashkort's solution](#)

614.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1300 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[bashkort's solution](#)

615.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[bashkort's solution](#)

616.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[bashkort's solution](#)

617.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

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618.

1407B

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619.

1698C

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620.

1692F

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621.

1352D

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622.

1676G

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623.

1676F

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624.

1669H

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625.

1667A

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626.

1615B

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627.

1617C

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628.

1618D

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629.

1591C

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630.

1237B

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631.

1607D

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632.

1603A

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633.

1602C

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634.

1225B2

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Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
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635.

1594E1

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Quality: 12,194 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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636.

1574C

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Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[bashkort's solution](#)

637.

1556B

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Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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638.

1558A

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639.

1560D

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Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[bashkort's solution](#)

640.

1234B2

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Quality: 18,443 global accepts · Rating: 1300 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[bashkort's solution](#)

641.

1547D

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Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[bashkort's solution](#)

642.

1364B

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[bashkort's solution](#)

643.

1534C

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Quality: 13,807 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[bashkort's solution](#)

644.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[bashkort's solution](#)

645.

1476B

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Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · Java 11 (first AC) · Tags: binary search, brute force, greedy, math

[bashkort's solution](#)

646.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-05 · Java 8 (first AC) · Tags: brute force, greedy, sortings

[bashkort's solution](#)

647.

1466C

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[bashkort's solution](#)

648.

1459B

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Quality: 20,875 global accepts · Rating: 1300 · first AC: 2020-12-19 · Java 11 (first AC) · Tags: dp, math

[bashkort's solution](#)

649.

1367C

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Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-12-18 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math

[bashkort's solution](#)

650.

1360D

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Quality: 42,993 global accepts · Rating: 1300 · first AC: 2020-12-11 · Java 11 (first AC) · Tags: math, number theory

[bashkort's solution](#)

651.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,835 global accepts · Rating: 1300 · first AC: 2020-12-10 · Java 11 (first AC) · Tags: combinatorics, math

[bashkort's solution](#)

652.

2097A

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653.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[bashkort's solution](#)

654.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[bashkort's solution](#)

655.

2066A

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Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[bashkort's solution](#)

656.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[bashkort's solution](#)

657.

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

[bashkort's solution](#)

658.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[bashkort's solution](#)

659.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[bashkort's solution](#)

660.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[bashkort's solution](#)

661.

1967B1

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

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[bashkort's solution](#)

662.

1967A

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Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[bashkort's solution](#)

663.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[bashkort's solution](#)

664.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[bashkort's solution](#)

665.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,722 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[bashkort's solution](#)

666.

1927E

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Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two

pointers

[bashkort's solution](#)

667.

1919C

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Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[bashkort's solution](#)

668.

1909C

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Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[bashkort's solution](#)

669.

1896C

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Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[bashkort's solution](#)

670.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[bashkort's solution](#)

671.

1893A

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Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[bashkort's solution](#)

672.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,960 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[bashkort's solution](#)

673.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[bashkort's solution](#)

674.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[bashkort's solution](#)

675.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,518 global accepts · Rating: 1400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[bashkort's solution](#)

676.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[bashkort's solution](#)

677.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[bashkort's solution](#)

678.

1830A

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

Quality: 20,314 global accepts · Rating: 1400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

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679.

1824A

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Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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680.

1772D

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Quality: 18,505 global accepts · Rating: 1400 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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681.

1762C

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Quality: 10,165 global accepts · Rating: 1400 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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682.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[bashkort's solution](#)

683.

1769B2

[A > C < B](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, brute force, math

[bashkort's solution](#)

684.

1761C

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Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[bashkort's solution](#)

685.

1764C

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Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

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686.

1750C

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Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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687.

1740C

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Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[bashkort's solution](#)

688.

1733D1

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Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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689.

1728C

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Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

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690.

1721C

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[bashkort's solution](#)

691.

1719C

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Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

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692.

1706C

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Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[bashkort's solution](#)

693.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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694.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[bashkort's solution](#)

695.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bashkort's solution](#)

696.

1679C

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Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[bashkort's solution](#)

697.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[bashkort's solution](#)

698.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1400 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[bashkort's solution](#)

699.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[bashkort's solution](#)

700.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[bashkort's solution](#)

701.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[bashkort's solution](#)

702.

1652C

[Alice and the Cake](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[bashkort's solution](#)

703.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,087 global accepts · Rating: 1400 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[bashkort's solution](#)

704.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,299 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[bashkort's solution](#)

705.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[bashkort's solution](#)

706.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[bashkort's solution](#)

707.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[bashkort's solution](#)

708.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[bashkort's solution](#)

709.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,728 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[bashkort's solution](#)

710.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[bashkort's solution](#)

711.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,100 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[bashkort's solution](#)

712.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · Java 11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[bashkort's solution](#)

713.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[bashkort's solution](#)

714.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · Java 11 (first AC) · Tags: combinatorics, graphs, math

[bashkort's solution](#)

715.

1374D

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

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2021-01-02 · Java 8 (first AC) · Tags: math, sortings, two pointers

[bashkort's solution](#)

716.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,675 global accepts · Rating: 1400 · first AC: 2020-12-25 · Java 11 (first AC) · Tags: dp, greedy, implementation

[bashkort's solution](#)

717.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1400 · first AC: 2020-12-23 · Java 11 (first AC) · Tags: graphs, greedy, sortings

[bashkort's solution](#)

718.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,158 global accepts · Rating: 1400 · first AC: 2020-12-23 · Java 11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

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719.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2020-12-22 · Java 11 (first AC) · Tags: greedy

[bashkort's solution](#)

720.

1463B

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Quality: 21,166 global accepts · Rating: 1400 · first AC: 2020-12-17 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

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721.

1462D

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Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · Java 11 (first AC) · Tags: greedy, math, number theory

[bashkort's solution](#)

722.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[bashkort's solution](#)

723.

2115A

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[bashkort's solution](#)

724.

2053C

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

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[bashkort's solution](#)

725.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[bashkort's solution](#)

726.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[bashkort's solution](#)

727.

1996D

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Quality: 19,601 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force,

combinatorics, math, number theory

[bashkort's solution](#)

728.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-28 · Java 21 (first AC) · Tags: binary search, implementation, math, ternary search

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729.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[bashkort's solution](#)

730.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,195 global accepts · Rating: 1500 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[bashkort's solution](#)

731.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[bashkort's solution](#)

732.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[bashkort's solution](#)

733.

1368B

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

Quality: 21,420 global accepts · Rating: 1500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[bashkort's solution](#)

734.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[bashkort's solution](#)

735.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,841 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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736.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[bashkort's solution](#)

737.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[bashkort's solution](#)

738.

1553D

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Quality: 15,086 global accepts · Rating: 1500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, two pointers

[bashkort's solution](#)

739.

1817A

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Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[bashkort's solution](#)

740.

1809C

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Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[bashkort's solution](#)

741.

1804C

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Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[bashkort's solution](#)

742.

1791F

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Quality: 15,526 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[bashkort's solution](#)

743.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,755 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[bashkort's solution](#)

744.

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[bashkort's solution](#)

745.

891A

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Quality: 14,275 global accepts · Rating: 1500 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[bashkort's solution](#)

746.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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747.

1332C

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Quality: 20,856 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[bashkort's solution](#)

748.

1765N

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[bashkort's solution](#)

749.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

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750.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[bashkort's solution](#)

751.

1738C

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Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

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752.

1739C

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Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

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753.

1725G

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Quality: 6,697 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

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754.

1722G

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755.

1473C

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Quality: 13,414 global accepts · Rating: 1500 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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756.

1614C

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Quality: 11,313 global accepts · Rating: 1500 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

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757.

1136C

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[bashkort's solution](#)

758.

1690E

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Quality: 16,986 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[bashkort's solution](#)

759.

1352E

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Quality: 24,014 global accepts · Rating: 1500 · first AC: 2020-12-22 · last AC: 2022-05-17 · Java 11 (first AC) · Tags: brute force, implementation, two pointers

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760.

1676H2

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Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[bashkort's solution](#)

761.

1630A

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Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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762.

1400C

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Quality: 18,503 global accepts · Rating: 1500 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

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763.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[bashkort's solution](#)

764.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[bashkort's solution](#)

765.

1611D

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Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

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766.

1499C

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Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math

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767.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

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768.

1562C

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Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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769.

1547E

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Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

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770.

1542B

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Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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771.

1379B

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Quality: 13,180 global accepts · Rating: 1500 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

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772.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,532 global accepts · Rating: 1500 · first AC: 2021-04-21 · Java 11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[bashkort's solution](#)

773.

1484B

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Rating: 1500 · first AC: 2021-03-21 · Java 11 (first AC) · Tags: implementation, math

[bashkort's solution](#)

774.

1490F

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775.

1397B

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Quality: 15,465 global accepts · Rating: 1500 · first AC: 2021-02-06 · Java 8 (first AC) · Tags: brute force, math, number theory, sortings

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776.

550C

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777.

687A

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778.

977E

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779.

1256D

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780.

1385D

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Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-12-21 · Java 11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

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781.

1462E1

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782.

2052A

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783.

2094F

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784.

2084D

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785.

2061D

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

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786.

2061C

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

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787.

2051E

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Quality: 11,953 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

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788.

2048D

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Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

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789.

2034D

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Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[bashkort's solution](#)

790.

1996E

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Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[bashkort's solution](#)

791.

1994C

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Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[bashkort's solution](#)

792.

1284C

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Quality: 8,740 global accepts · Rating: 1600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

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793.

1928C

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Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

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794.

1878D

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Quality: 10,107 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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795.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[bashkort's solution](#)

796.

1849C

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

Quality: 12,530 global accepts · Rating: 1600 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

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797.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[bashkort's solution](#)

798.

1843E

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

Quality: 17,805 global accepts · Rating: 1600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[bashkort's solution](#)

799.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[bashkort's solution](#)

800.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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801.

1305C

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

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[bashkort's solution](#)

802.

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[bashkort's solution](#)

803.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[bashkort's solution](#)

804.

1781C

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

Quality: 10,457 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[bashkort's solution](#)

805.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[bashkort's solution](#)

806.

1775C

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

Quality: 14,205 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[bashkort's solution](#)

807.

1779C

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Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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808.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
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809.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
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810.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
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811.

1741E

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Quality: 17,794 global accepts · Rating: 1600 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dp
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812.

1753B

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Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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813.

1730B

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Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-26 · last AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[bashkort's solution](#)

814.

1722E

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

Quality: 13,365 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation
[bashkort's solution](#)

815.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[bashkort's solution](#)

816.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,471 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[bashkort's solution](#)

817.

1703G

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

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[bashkort's solution](#)

818.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[bashkort's solution](#)

819.

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[bashkort's solution](#)

820.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[bashkort's solution](#)

821.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[bashkort's solution](#)

822.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[bashkort's solution](#)

823.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[bashkort's solution](#)

824.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,688 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[bashkort's solution](#)

825.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[bashkort's solution](#)

826.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[bashkort's solution](#)

827.

1609D

[Social Network](#) · [Tutorial](#)

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

[bashkort's solution](#)

828.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[bashkort's solution](#)

829.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[bashkort's solution](#)

830.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[bashkort's solution](#)

831.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[bashkort's solution](#)

832.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[bashkort's solution](#)

833.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math
[bashkort's solution](#)

834.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[bashkort's solution](#)

835.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers
[bashkort's solution](#)

836.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[bashkort's solution](#)

837.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[bashkort's solution](#)

838.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[bashkort's solution](#)

839.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[bashkort's solution](#)

840.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[bashkort's solution](#)

841.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[bashkort's solution](#)

842.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[bashkort's solution](#)

843.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,285 global accepts · Rating: 1600 · first AC: 2021-04-19 · Java 11 (first AC) · Tags: greedy, number theory

[bashkort's solution](#)

844.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · last AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[bashkort's solution](#)

845.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy

[bashkort's solution](#)

846.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · Java 11 (first AC) · Tags: combinatorics, flows, greedy, implementation

[bashkort's solution](#)

847.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy

[bashkort's solution](#)

848.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-01-02 · Java 8 (first AC) · Tags: data structures, greedy, sortings

[bashkort's solution](#)

849.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · Java 11 (first AC) · Tags: dp, greedy, implementation, two pointers

[bashkort's solution](#)

850.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[bashkort's solution](#)

851.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[bashkort's solution](#)

852.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[bashkort's solution](#)

853.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[bashkort's solution](#)

854.

2124D

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

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[bashkort's solution](#)

855.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[bashkort's solution](#)

856.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[bashkort's solution](#)

857.

2089A

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

Quality: 7,191 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[bashkort's solution](#)

858.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[bashkort's solution](#)

859.

2029C

[New Rating](#) · [Tutorial](#)

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

[bashkort's solution](#)

860.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 1700 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[bashkort's solution](#)

861.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[bashkort's solution](#)

862.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[bashkort's solution](#)

863.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,495 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[bashkort's solution](#)

864.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[bashkort's solution](#)

865.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[bashkort's solution](#)

866.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[bashkort's solution](#)

867.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,006 global accepts · Rating: 1700 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[bashkort's solution](#)

868.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

geometry, math

[bashkort's solution](#)

869.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[bashkort's solution](#)

870.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[bashkort's solution](#)

871.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[bashkort's solution](#)

872.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[bashkort's solution](#)

873.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[bashkort's solution](#)

874.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[bashkort's solution](#)

875.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[bashkort's solution](#)

876.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[bashkort's solution](#)

877.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[bashkort's solution](#)

878.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, greedy, two pointers

[bashkort's solution](#)

879.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[bashkort's solution](#)

880.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[bashkort's solution](#)

881.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[bashkort's solution](#)

882.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[bashkort's solution](#)

883.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[bashkort's solution](#)

884.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[bashkort's solution](#)

885.

1792D

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

Quality: 8,038 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[bashkort's solution](#)

886.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[bashkort's solution](#)

887.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[bashkort's solution](#)

888.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[bashkort's solution](#)

889.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[bashkort's solution](#)

890.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[bashkort's solution](#)

891.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,133 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[bashkort's solution](#)

892.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[bashkort's solution](#)

893.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,012 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[bashkort's solution](#)

894.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[bashkort's solution](#)

895.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[bashkort's solution](#)

896.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · last AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[bashkort's solution](#)

897.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[bashkort's solution](#)

898.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[bashkort's solution](#)

899.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[bashkort's solution](#)

900.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[bashkort's solution](#)

901.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[bashkort's solution](#)

902.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,880 global accepts · Rating: 1700 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[bashkort's solution](#)

903.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[bashkort's solution](#)

904.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[bashkort's solution](#)

905.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[bashkort's solution](#)

906.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[bashkort's solution](#)

907.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[bashkort's solution](#)

908.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[bashkort's solution](#)

909.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bashkort's solution](#)

910.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,696 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[bashkort's solution](#)

911.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[bashkort's solution](#)

912.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,789 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[bashkort's solution](#)

913.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[bashkort's solution](#)

914.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[bashkort's solution](#)

915.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[bashkort's solution](#)

916.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[bashkort's solution](#)

917.

1583C

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

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

[bashkort's solution](#)

918.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[bashkort's solution](#)

919.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[bashkort's solution](#)

920.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[bashkort's solution](#)

921.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[bashkort's solution](#)

922.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[bashkort's solution](#)

923.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[bashkort's solution](#)

924.

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[bashkort's solution](#)

925.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[bashkort's solution](#)

926.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · last AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[bashkort's solution](#)

927.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[bashkort's solution](#)

928.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[bashkort's solution](#)

929.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · Java 8 (first AC) · Tags: constructive algorithms, games, graphs, interactive
[bashkort's solution](#)

930.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[bashkort's solution](#)

931.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search
[bashkort's solution](#)

932.

1467B

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

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[bashkort's solution](#)

933.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,850 global accepts · Rating: 1700 · first AC: 2021-01-04 · last AC: 2021-01-04 · Java 8 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[bashkort's solution](#)

934.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2020-12-22 · Java 11 (first AC) · Tags: greedy
[bashkort's solution](#)

935.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[bashkort's solution](#)

936.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[bashkort's solution](#)

937.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry
[bashkort's solution](#)

938.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[bashkort's solution](#)

939.

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

[bashkort's solution](#)

940.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[bashkort's solution](#)

941.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[bashkort's solution](#)

942.

1987D

[World is Mine](#) · [Tutorial](#)

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

[bashkort's solution](#)

943.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[bashkort's solution](#)

944.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[bashkort's solution](#)

945.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,714 global accepts · Rating: 1800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[bashkort's solution](#)

946.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,167 global accepts · Rating: 1800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[bashkort's solution](#)

947.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[bashkort's solution](#)

948.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[bashkort's solution](#)

949.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[bashkort's solution](#)

950.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[bashkort's solution](#)

951.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,237 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[bashkort's solution](#)

952.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, two pointers

[bashkort's solution](#)

953.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,346 global accepts · Rating: 1800 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[bashkort's solution](#)

954.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[bashkort's solution](#)

955.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2023-06-07 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[bashkort's solution](#)

956.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[bashkort's solution](#)

957.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2023-03-14 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[bashkort's solution](#)

958.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[bashkort's solution](#)

959.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[bashkort's solution](#)

960.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[bashkort's solution](#)

961.

1769D1

[A,3D0C! CT2D6BC#C I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp

[bashkort's solution](#)

962.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[bashkort's solution](#)

963.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[bashkort's solution](#)

964.

103433D

[Similar Arrays](#) · [Tutorial](#)

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

[bashkort's solution](#)

965.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[bashkort's solution](#)

966.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[bashkort's solution](#)

967.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[bashkort's solution](#)

968.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[bashkort's solution](#)

969.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,389 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[bashkort's solution](#)

970.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · last AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
[bashkort's solution](#)

971.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[bashkort's solution](#)

972.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[bashkort's solution](#)

973.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
[bashkort's solution](#)

974.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[bashkort's solution](#)

975.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[bashkort's solution](#)

976.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[bashkort's solution](#)

977.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[bashkort's solution](#)

978.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · last AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[bashkort's solution](#)

979.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[bashkort's solution](#)

980.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · last AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[bashkort's solution](#)

981.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[bashkort's solution](#)

982.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[bashkort's solution](#)

983.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[bashkort's solution](#)

984.

1583D

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

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[bashkort's solution](#)

985.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[bashkort's solution](#)

986.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,040 global accepts · Rating: 1800 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[bashkort's solution](#)

987.

1556C

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

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

[bashkort's solution](#)

988.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[bashkort's solution](#)

989.

1560E

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

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[bashkort's solution](#)

990.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[bashkort's solution](#)

991.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · Java 11 (first AC) · Tags: dp, graphs, shortest paths

[bashkort's solution](#)

992.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings

[bashkort's solution](#)

993.

2053E

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

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[bashkort's solution](#)

994.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[bashkort's solution](#)

995.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[bashkort's solution](#)

996.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

997.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[bashkort's solution](#)

998.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[bashkort's solution](#)

999.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[bashkort's solution](#)

1000.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[bashkort's solution](#)

1001.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[bashkort's solution](#)

1002.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 1900 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[bashkort's solution](#)

1003.

2002D1

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

Quality: 5,088 global accepts · Rating: 1900 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[bashkort's solution](#)

1004.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[bashkort's solution](#)

1005.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[bashkort's solution](#)

1006.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[bashkort's solution](#)

1007.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[bashkort's solution](#)

1008.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

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1009.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[bashkort's solution](#)

1010.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,386 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[bashkort's solution](#)

1011.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[bashkort's solution](#)

1012.

1887A2

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

Rating: 1900 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[bashkort's solution](#)

1013.

104730E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1014.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[bashkort's solution](#)

1015.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[bashkort's solution](#)

1016.

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[bashkort's solution](#)

1017.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[bashkort's solution](#)

1018.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, math
[bashkort's solution](#)

1019.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[bashkort's solution](#)

1020.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[bashkort's solution](#)

1021.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers
[bashkort's solution](#)

1022.

1305D

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

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[bashkort's solution](#)

1023.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[bashkort's solution](#)

1024.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[bashkort's solution](#)

1025.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[bashkort's solution](#)

1026.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[bashkort's solution](#)

1027.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees
[bashkort's solution](#)

1028.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[bashkort's solution](#)

1029.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[bashkort's solution](#)

1030.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, hashing

[bashkort's solution](#)

1031.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1032.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[bashkort's solution](#)

1033.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[bashkort's solution](#)

1034.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[bashkort's solution](#)

1035.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[bashkort's solution](#)

1036.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[bashkort's solution](#)

1037.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[bashkort's solution](#)

1038.

1702G1

[Passable Paths \(easy version\) · Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · last AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[bashkort's solution](#)

1039.

1701D

[Permutation Restoration · Tutorial](#)

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[bashkort's solution](#)

1040.

1696D

[Permutation Graph · Tutorial](#)

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[bashkort's solution](#)

1041.

1679D

[Toss a Coin to Your Graph... · Tutorial](#)

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[bashkort's solution](#)

1042.

1697D

[Guess The String · Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[bashkort's solution](#)

1043.

1689D

[Lena and Matrix · Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[bashkort's solution](#)

1044.

1677C

[Tokitsukaze and Two Colorful Tapes · Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[bashkort's solution](#)

1045.

1647D

[Madoka and the Best School in Russia · Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[bashkort's solution](#)

1046.

1644E

[Expand the Path · Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[bashkort's solution](#)

1047.

1400D

[Zigzags · Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[bashkort's solution](#)

1048.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[bashkort's solution](#)

1049.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[bashkort's solution](#)

1050.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[bashkort's solution](#)

1051.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[bashkort's solution](#)

1052.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[bashkort's solution](#)

1053.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[bashkort's solution](#)

1054.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[bashkort's solution](#)

1055.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, two pointers

[bashkort's solution](#)

1056.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[bashkort's solution](#)

1057.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1900 · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

graphs, hashing, implementation

[bashkort's solution](#)

1058.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[bashkort's solution](#)

1059.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[bashkort's solution](#)

1060.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[bashkort's solution](#)

1061.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[bashkort's solution](#)

1062.

1547F

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

Quality: 6,949 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[bashkort's solution](#)

1063.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[bashkort's solution](#)

1064.

1509D

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

Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[bashkort's solution](#)

1065.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[bashkort's solution](#)

1066.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[bashkort's solution](#)

1067.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[bashkort's solution](#)

1068.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[bashkort's solution](#)

1069.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[bashkort's solution](#)

1070.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[bashkort's solution](#)

1071.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1072.

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

[bashkort's solution](#)

1073.

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

[bashkort's solution](#)

1074.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[bashkort's solution](#)

1075.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[bashkort's solution](#)

1076.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[bashkort's solution](#)

1077.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[bashkort's solution](#)

1078.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[bashkort's solution](#)

1079.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[bashkort's solution](#)

1080.

1984D

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

Quality: 3,880 global accepts · Rating: 2000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[bashkort's solution](#)

1081.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[bashkort's solution](#)

1082.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[bashkort's solution](#)

1083.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[bashkort's solution](#)

1084.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[bashkort's solution](#)

1085.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[bashkort's solution](#)

1086.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[bashkort's solution](#)

1087.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[bashkort's solution](#)

1088.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[bashkort's solution](#)

1089.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 2000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[bashkort's solution](#)

1090.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[bashkort's solution](#)

1091.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[bashkort's solution](#)

1092.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[bashkort's solution](#)

1093.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-06-02 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[bashkort's solution](#)

1094.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[bashkort's solution](#)

1095.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[bashkort's solution](#)

1096.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[bashkort's solution](#)

1097.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[bashkort's solution](#)

1098.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[bashkort's solution](#)

1099.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[bashkort's solution](#)

1100.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · last AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[bashkort's solution](#)

1101.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[bashkort's solution](#)

1102.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[bashkort's solution](#)

1103.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[bashkort's solution](#)

1104.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[bashkort's solution](#)

1105.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

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

[bashkort's solution](#)

1106.

103433I

[Minimal Product](#) · [Tutorial](#)

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

[bashkort's solution](#)

1107.

103433L

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

Rating: 2000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[bashkort's solution](#)

1108.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
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1109.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
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1110.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
[bashkort's solution](#)

1111.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
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1112.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · last AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[bashkort's solution](#)

1113.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[bashkort's solution](#)

1114.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[bashkort's solution](#)

1115.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[bashkort's solution](#)

1116.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs
[bashkort's solution](#)

1117.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[bashkort's solution](#)

1118.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[bashkort's solution](#)

1119.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[bashkort's solution](#)

1120.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[bashkort's solution](#)

1121.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[bashkort's solution](#)

1122.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[bashkort's solution](#)

1123.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[bashkort's solution](#)

1124.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[bashkort's solution](#)

1125.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[bashkort's solution](#)

1126.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[bashkort's solution](#)

1127.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, greedy, trees

[bashkort's solution](#)

1128.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bashkort's solution](#)

1129.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[bashkort's solution](#)

1130.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · Java 11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[bashkort's solution](#)

1131.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[bashkort's solution](#)

1132.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[bashkort's solution](#)

1133.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[bashkort's solution](#)

1134.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[bashkort's solution](#)

1135.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[bashkort's solution](#)

1136.

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

[bashkort's solution](#)

1137.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[bashkort's solution](#)

1138.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[bashkort's solution](#)

1139.

2029E

[Common Generator](#) · [Tutorial](#)

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

[bashkort's solution](#)

1140.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[bashkort's solution](#)

1141.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[bashkort's solution](#)

1142.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[bashkort's solution](#)

1143.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[bashkort's solution](#)

1144.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[bashkort's solution](#)

1145.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[bashkort's solution](#)

1146.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[bashkort's solution](#)

1147.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[bashkort's solution](#)

1148.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[bashkort's solution](#)

1149.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[bashkort's solution](#)

1150.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[bashkort's solution](#)

1151.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[bashkort's solution](#)

1152.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[bashkort's solution](#)

1153.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[bashkort's solution](#)

1154.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[bashkort's solution](#)

1155.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,745 global accepts · Rating: 2100 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[bashkort's solution](#)

1156.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[bashkort's solution](#)

1157.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2023-06-07 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[bashkort's solution](#)

1158.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[bashkort's solution](#)

1159.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[bashkort's solution](#)

1160.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[bashkort's solution](#)

1161.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[bashkort's solution](#)

1162.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[bashkort's solution](#)

1163.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[bashkort's solution](#)

1164.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[bashkort's solution](#)

1165.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[bashkort's solution](#)

1166.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-24 · GNU C11 (first AC) · Tags: constructive algorithms, number theory

[bashkort's solution](#)

1167.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[bashkort's solution](#)

1168.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2100 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, sortings

[bashkort's solution](#)

1169.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[bashkort's solution](#)

1170.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-19 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[bashkort's solution](#)

1171.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[bashkort's solution](#)

1172.

1652D

[Potion Brewing Class](#) · [Tutorial](#)

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

[bashkort's solution](#)

1173.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[bashkort's solution](#)

1174.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bashkort's solution](#)

1175.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[bashkort's solution](#)

1176.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[bashkort's solution](#)

1177.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2100 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[bashkort's solution](#)

1178.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[bashkort's solution](#)

1179.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[bashkort's solution](#)

1180.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[bashkort's solution](#)

1181.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search

[bashkort's solution](#)

1182.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[bashkort's solution](#)

1183.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[bashkort's solution](#)

1184.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[bashkort's solution](#)

1185.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[bashkort's solution](#)

1186.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[bashkort's solution](#)

1187.

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

[bashkort's solution](#)

1188.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[bashkort's solution](#)

1189.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[bashkort's solution](#)

1190.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[bashkort's solution](#)

1191.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[bashkort's solution](#)

1192.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[bashkort's solution](#)

1193.

1991F

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

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[bashkort's solution](#)

1194.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[bashkort's solution](#)

1195.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[bashkort's solution](#)

1196.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[bashkort's solution](#)

1197.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math
[bashkort's solution](#)

1198.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[bashkort's solution](#)

1199.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees
[bashkort's solution](#)

1200.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[bashkort's solution](#)

1201.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[bashkort's solution](#)

1202.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[bashkort's solution](#)

1203.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
[bashkort's solution](#)

1204.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[bashkort's solution](#)

1205.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp
[bashkort's solution](#)

1206.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[bashkort's solution](#)

1207.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[bashkort's solution](#)

1208.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[bashkort's solution](#)

1209.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2200 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[bashkort's solution](#)

1210.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,171 global accepts · Rating: 2200 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[bashkort's solution](#)

1211.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[bashkort's solution](#)

1212.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[bashkort's solution](#)

1213.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[bashkort's solution](#)

1214.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · last AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[bashkort's solution](#)

1215.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[bashkort's solution](#)

1216.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · last AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar,

dp, hashing, string suffix structures, strings, trees

[bashkort's solution](#)

1217.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2022-08-22 · last AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[bashkort's solution](#)

1218.

1150D

[Three Religions](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[bashkort's solution](#)

1219.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[bashkort's solution](#)

1220.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[bashkort's solution](#)

1221.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[bashkort's solution](#)

1222.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[bashkort's solution](#)

1223.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[bashkort's solution](#)

1224.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[bashkort's solution](#)

1225.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[bashkort's solution](#)

1226.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-24 · last AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[bashkort's solution](#)

1227.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

[bashkort's solution](#)

1228.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[bashkort's solution](#)

1229.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[bashkort's solution](#)

1230.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[bashkort's solution](#)

1231.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[bashkort's solution](#)

1232.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[bashkort's solution](#)

1233.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[bashkort's solution](#)

1234.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,333 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[bashkort's solution](#)

1235.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[bashkort's solution](#)

1236.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[bashkort's solution](#)

1237.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[bashkort's solution](#)

1238.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · last AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[bashkort's solution](#)

1239.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2021-10-15 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[bashkort's solution](#)

1240.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[bashkort's solution](#)

1241.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[bashkort's solution](#)

1242.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bashkort's solution](#)

1243.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[bashkort's solution](#)

1244.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[bashkort's solution](#)

1245.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[bashkort's solution](#)

1246.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[bashkort's solution](#)

1247.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[bashkort's solution](#)

1248.

2097B

[Baggage Claim · Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[bashkort's solution](#)

1249.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[bashkort's solution](#)

1250.

2066C

[Bitwise Slides · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[bashkort's solution](#)

1251.

2057E1

[Another Exercise on Graphs \(Easy Version\) · Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[bashkort's solution](#)

1252.

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

[bashkort's solution](#)

1253.

1912J

[Joy of Pokémon Observation · Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1254.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[bashkort's solution](#)

1255.

2002E

[Cosmic Rays · Tutorial](#)

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

[bashkort's solution](#)

1256.

1988E

[Range Minimum Sum · Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[bashkort's solution](#)

1257.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[bashkort's solution](#)

1258.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[bashkort's solution](#)

1259.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[bashkort's solution](#)

1260.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[bashkort's solution](#)

1261.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[bashkort's solution](#)

1262.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[bashkort's solution](#)

1263.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[bashkort's solution](#)

1264.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[bashkort's solution](#)

1265.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[bashkort's solution](#)

1266.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar,

greedy, trees

[bashkort's solution](#)

1267.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[bashkort's solution](#)

1268.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[bashkort's solution](#)

1269.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[bashkort's solution](#)

1270.

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[bashkort's solution](#)

1271.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[bashkort's solution](#)

1272.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[bashkort's solution](#)

1273.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[bashkort's solution](#)

1274.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[bashkort's solution](#)

1275.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[bashkort's solution](#)

1276.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[bashkort's solution](#)

1277.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[bashkort's solution](#)

1278.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[bashkort's solution](#)

1279.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[bashkort's solution](#)

1280.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[bashkort's solution](#)

1281.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 2300 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[bashkort's solution](#)

1282.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, sortings

[bashkort's solution](#)

1283.

103433E

[Horseback Riding](#) · [Tutorial](#)

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

[bashkort's solution](#)

1284.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[bashkort's solution](#)

1285.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 2300 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[bashkort's solution](#)

1286.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[bashkort's solution](#)

1287.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[bashkort's solution](#)

1288.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · last AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[bashkort's solution](#)

1289.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[bashkort's solution](#)

1290.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[bashkort's solution](#)

1291.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[bashkort's solution](#)

1292.

1681F

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

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[bashkort's solution](#)

1293.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[bashkort's solution](#)

1294.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[bashkort's solution](#)

1295.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[bashkort's solution](#)

1296.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs,

math

[bashkort's solution](#)

1297.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[bashkort's solution](#)

1298.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[bashkort's solution](#)

1299.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[bashkort's solution](#)

1300.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[bashkort's solution](#)

1301.

1588C

[Game with Stones](#) · [Tutorial](#)

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

[bashkort's solution](#)

1302.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[bashkort's solution](#)

1303.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[bashkort's solution](#)

1304.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[bashkort's solution](#)

1305.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[bashkort's solution](#)

1306.

1602E

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

Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[bashkort's solution](#)

1307.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2300 · first AC: 2021-10-11 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[bashkort's solution](#)

1308.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,610 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[bashkort's solution](#)

1309.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[bashkort's solution](#)

1310.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[bashkort's solution](#)

1311.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[bashkort's solution](#)

1312.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[bashkort's solution](#)

1313.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[bashkort's solution](#)

1314.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1315.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[bashkort's solution](#)

1316.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[bashkort's solution](#)

1317.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[bashkort's solution](#)

1318.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[bashkort's solution](#)

1319.

605C

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[bashkort's solution](#)

1320.

1943D1

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

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

[bashkort's solution](#)

1321.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[bashkort's solution](#)

1322.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[bashkort's solution](#)

1323.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[bashkort's solution](#)

1324.

1930E

[2..3..4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[bashkort's solution](#)

1325.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[bashkort's solution](#)

1326.

104730C

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1327.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[bashkort's solution](#)

1328.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[bashkort's solution](#)

1329.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[bashkort's solution](#)

1330.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[bashkort's solution](#)

1331.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, trees

[bashkort's solution](#)

1332.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-04-06 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[bashkort's solution](#)

1333.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[bashkort's solution](#)

1334.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[bashkort's solution](#)

1335.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[bashkort's solution](#)

1336.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[bashkort's solution](#)

1337.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[bashkort's solution](#)

1338.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[bashkort's solution](#)

1339.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[bashkort's solution](#)

1340.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,735 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[bashkort's solution](#)

1341.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[bashkort's solution](#)

1342.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[bashkort's solution](#)

1343.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[bashkort's solution](#)

1344.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[bashkort's solution](#)

1345.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[bashkort's solution](#)

1346.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[bashkort's solution](#)

1347.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[bashkort's solution](#)

1348.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[bashkort's solution](#)

1349.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-18 · last AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[bashkort's solution](#)

1350.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[bashkort's solution](#)

1351.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[bashkort's solution](#)

1352.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[bashkort's solution](#)

1353.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[bashkort's solution](#)

1354.

103433C

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

Rating: 2400 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1355.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[bashkort's solution](#)

1356.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[bashkort's solution](#)

1357.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[bashkort's solution](#)

1358.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[bashkort's solution](#)

1359.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2400 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft

[bashkort's solution](#)

1360.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[bashkort's solution](#)

1361.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[bashkort's solution](#)

1362.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[bashkort's solution](#)

1363.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[bashkort's solution](#)

1364.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[bashkort's solution](#)

1365.

1720D2

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

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

[bashkort's solution](#)

1366.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,827 global accepts · Rating: 2400 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices

[bashkort's solution](#)

1367.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2400 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[bashkort's solution](#)

1368.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[bashkort's solution](#)

1369.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[bashkort's solution](#)

1370.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[bashkort's solution](#)

1371.

1679E

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

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[bashkort's solution](#)

1372.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[bashkort's solution](#)

1373.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[bashkort's solution](#)

1374.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bashkort's solution](#)

1375.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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1376.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[bashkort's solution](#)

1377.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[bashkort's solution](#)

1378.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[bashkort's solution](#)

1379.

1633E

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

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[bashkort's solution](#)

1380.

1632E1

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

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[bashkort's solution](#)

1381.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[bashkort's solution](#)

1382.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[bashkort's solution](#)

1383.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[bashkort's solution](#)

1384.

1609E

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

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

[bashkort's solution](#)

1385.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2400 · first AC: 2021-11-20 · last AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[bashkort's solution](#)

1386.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[bashkort's solution](#)

1387.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[bashkort's solution](#)

1388.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[bashkort's solution](#)

1389.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[bashkort's solution](#)

1390.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[bashkort's solution](#)

1391.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[bashkort's solution](#)

1392.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[bashkort's solution](#)

1393.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[bashkort's solution](#)

1394.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[bashkort's solution](#)

1395.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[bashkort's solution](#)

1396.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-31 · last AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[bashkort's solution](#)

1397.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[bashkort's solution](#)

1398.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[bashkort's solution](#)

1399.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[bashkort's solution](#)

1400.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[bashkort's solution](#)

1401.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[bashkort's solution](#)

1402.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[bashkort's solution](#)

1403.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · last AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[bashkort's solution](#)

1404.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[bashkort's solution](#)

1405.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[bashkort's solution](#)

1406.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs

and similar, interactive, trees

[bashkort's solution](#)

1407.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[bashkort's solution](#)

1408.

1987F1

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

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

[bashkort's solution](#)

1409.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[bashkort's solution](#)

1410.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[bashkort's solution](#)

1411.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[bashkort's solution](#)

1412.

1866K

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

Quality: 559 global accepts · Rating: 2500 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[bashkort's solution](#)

1413.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[bashkort's solution](#)

1414.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[bashkort's solution](#)

1415.

1689E

[ANDfinitly](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[bashkort's solution](#)

1416.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[bashkort's solution](#)

1417.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[bashkort's solution](#)

1418.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[bashkort's solution](#)

1419.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[bashkort's solution](#)

1420.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[bashkort's solution](#)

1421.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[bashkort's solution](#)

1422.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[bashkort's solution](#)

1423.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[bashkort's solution](#)

1424.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[bashkort's solution](#)

1425.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[bashkort's solution](#)

1426.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[bashkort's solution](#)

1427.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[bashkort's solution](#)

1428.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[bashkort's solution](#)

1429.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[bashkort's solution](#)

1430.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[bashkort's solution](#)

1431.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[bashkort's solution](#)

1432.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[bashkort's solution](#)

1433.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[bashkort's solution](#)

1434.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, trees

[bashkort's solution](#)

1435.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graph matchings, greedy

[bashkort's solution](#)

1436.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-03 · last AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[bashkort's solution](#)

1437.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · last AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[bashkort's solution](#)

1438.

103433G

[Combostone](#) · [Tutorial](#)

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

[bashkort's solution](#)

1439.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[bashkort's solution](#)

1440.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[bashkort's solution](#)

1441.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[bashkort's solution](#)

1442.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[bashkort's solution](#)

1443.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[bashkort's solution](#)

1444.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[bashkort's solution](#)

1445.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[bashkort's solution](#)

1446.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[bashkort's solution](#)

1447.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[bashkort's solution](#)

1448.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[bashkort's solution](#)

1449.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[bashkort's solution](#)

1450.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[bashkort's solution](#)

1451.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[bashkort's solution](#)

1452.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2021-10-18 · last AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[bashkort's solution](#)

1453.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[bashkort's solution](#)

1454.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-10-21 · last AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[bashkort's solution](#)

1455.

1559D2

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

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dsu, graphs, greedy, trees, two pointers

[bashkort's solution](#)

1456.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[bashkort's solution](#)

1457.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[bashkort's solution](#)

1458.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[bashkort's solution](#)

1459.

2122E

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

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[bashkort's solution](#)

1460.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[bashkort's solution](#)

1461.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[bashkort's solution](#)

1462.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2600 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[bashkort's solution](#)

1463.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[bashkort's solution](#)

1464.

2002F1

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

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

[bashkort's solution](#)

1465.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs

and similar, divide and conquer, interactive, trees

[bashkort's solution](#)

1466.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[bashkort's solution](#)

1467.

1987F2

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

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

[bashkort's solution](#)

1468.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[bashkort's solution](#)

1469.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2600 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[bashkort's solution](#)

1470.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[bashkort's solution](#)

1471.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[bashkort's solution](#)

1472.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bashkort's solution](#)

1473.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[bashkort's solution](#)

1474.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[bashkort's solution](#)

1475.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[bashkort's solution](#)

1476.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[bashkort's solution](#)

1477.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[bashkort's solution](#)

1478.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[bashkort's solution](#)

1479.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[bashkort's solution](#)

1480.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[bashkort's solution](#)

1481.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[bashkort's solution](#)

1482.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[bashkort's solution](#)

1483.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[bashkort's solution](#)

1484.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[bashkort's solution](#)

1485.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[bashkort's solution](#)

1486.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2022-10-29 · last AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[bashkort's solution](#)

1487.

103433F

[How to Learn You Score](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1488.

103433J

[Two Prefixes](#) · [Tutorial](#)

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

[bashkort's solution](#)

1489.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[bashkort's solution](#)

1490.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[bashkort's solution](#)

1491.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[bashkort's solution](#)

1492.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-20 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[bashkort's solution](#)

1493.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[bashkort's solution](#)

1494.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[bashkort's solution](#)

1495.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[bashkort's solution](#)

1496.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[bashkort's solution](#)

1497.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[bashkort's solution](#)

1498.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[bashkort's solution](#)

1499.

1680F

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

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · last AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[bashkort's solution](#)

1500.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[bashkort's solution](#)

1501.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[bashkort's solution](#)

1502.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-03 · last AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[bashkort's solution](#)

1503.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[bashkort's solution](#)

1504.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[bashkort's solution](#)

1505.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, sortings

[bashkort's solution](#)

1506.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[bashkort's solution](#)

1507.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[bashkort's solution](#)

1508.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[bashkort's solution](#)

1509.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[bashkort's solution](#)

1510.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[bashkort's solution](#)

1511.

104730F

[Split](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1512.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[bashkort's solution](#)

1513.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[bashkort's solution](#)

1514.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[bashkort's solution](#)

1515.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[bashkort's solution](#)

1516.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-07-08 · last AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings, two pointers

[bashkort's solution](#)

1517.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[bashkort's solution](#)

1518.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[bashkort's solution](#)

1519.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[bashkort's solution](#)

1520.

1804F

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

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

[bashkort's solution](#)

1521.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[bashkort's solution](#)

1522.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[bashkort's solution](#)

1523.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[bashkort's solution](#)

1524.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[bashkort's solution](#)

1525.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees
[bashkort's solution](#)

1526.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[bashkort's solution](#)

1527.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings
[bashkort's solution](#)

1528.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[bashkort's solution](#)

1529.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp
[bashkort's solution](#)

1530.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory
[bashkort's solution](#)

1531.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math
[bashkort's solution](#)

1532.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2022-09-15 · last AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[bashkort's solution](#)

1533.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers
[bashkort's solution](#)

1534.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math
[bashkort's solution](#)

1535.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[bashkort's solution](#)

1536.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[bashkort's solution](#)

1537.

1695E

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

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-24 · last AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[bashkort's solution](#)

1538.

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[bashkort's solution](#)

1539.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[bashkort's solution](#)

1540.

1602F

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

Rating: 2700 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[bashkort's solution](#)

1541.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[bashkort's solution](#)

1542.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[bashkort's solution](#)

1543.

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[bashkort's solution](#)

1544.

1632E2

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

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[bashkort's solution](#)

1545.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[bashkort's solution](#)

1546.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2021-06-20 · last AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[bashkort's solution](#)

1547.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[bashkort's solution](#)

1548.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation
[bashkort's solution](#)

1549.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[bashkort's solution](#)

1550.

2124F2

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

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[bashkort's solution](#)

1551.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[bashkort's solution](#)

1552.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices
[bashkort's solution](#)

1553.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[bashkort's solution](#)

1554.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory
[bashkort's solution](#)

1555.

1773G

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

Quality: 547 global accepts · Rating: 2800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math,

probabilities

[bashkort's solution](#)

1556.

2002F2

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

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[bashkort's solution](#)

1557.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[bashkort's solution](#)

1558.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[bashkort's solution](#)

1559.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[bashkort's solution](#)

1560.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[bashkort's solution](#)

1561.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[bashkort's solution](#)

1562.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[bashkort's solution](#)

1563.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[bashkort's solution](#)

1564.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[bashkort's solution](#)

1565.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[bashkort's solution](#)

1566.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[bashkort's solution](#)

1567.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation

[bashkort's solution](#)

1568.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[bashkort's solution](#)

1569.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[bashkort's solution](#)

1570.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[bashkort's solution](#)

1571.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[bashkort's solution](#)

1572.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[bashkort's solution](#)

1573.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[bashkort's solution](#)

1574.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2022-11-03 · last AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[bashkort's solution](#)

1575.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[bashkort's solution](#)

1576.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[bashkort's solution](#)

1577.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[bashkort's solution](#)

1578.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[bashkort's solution](#)

1579.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[bashkort's solution](#)

1580.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[bashkort's solution](#)

1581.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[bashkort's solution](#)

1582.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[bashkort's solution](#)

1583.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[bashkort's solution](#)

1584.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[bashkort's solution](#)

1585.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

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

[bashkort's solution](#)

1586.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[bashkort's solution](#)

1587.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[bashkort's solution](#)

1588.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[bashkort's solution](#)

1589.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[bashkort's solution](#)

1590.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[bashkort's solution](#)

1591.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[bashkort's solution](#)

1592.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[bashkort's solution](#)

1593.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[bashkort's solution](#)

1594.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1595.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[bashkort's solution](#)

1596.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[bashkort's solution](#)

1597.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[bashkort's solution](#)

1598.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[bashkort's solution](#)

1599.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[bashkort's solution](#)

1600.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[bashkort's solution](#)

1601.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[bashkort's solution](#)

1602.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[bashkort's solution](#)

1603.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[bashkort's solution](#)

1604.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[bashkort's solution](#)

1605.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[bashkort's solution](#)**1606.**

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[bashkort's solution](#)**1607.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[bashkort's solution](#)**1608.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[bashkort's solution](#)**1609.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-28 · last AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[bashkort's solution](#)**1610.**

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[bashkort's solution](#)**1611.**

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, matrices

[bashkort's solution](#)**1612.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · last AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[bashkort's solution](#)**1613.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, number theory

[bashkort's solution](#)**1614.**

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-04-26 · last AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[bashkort's solution](#)

1615.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[bashkort's solution](#)

1616.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[bashkort's solution](#)

1617.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[bashkort's solution](#)

1618.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[bashkort's solution](#)

1619.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[bashkort's solution](#)

1620.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar

[bashkort's solution](#)

1621.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[bashkort's solution](#)

1622.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[bashkort's solution](#)

1623.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[bashkort's solution](#)

1624.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[bashkort's solution](#)

1625.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-06-07 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[bashkort's solution](#)

1626.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 3000 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[bashkort's solution](#)

1627.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[bashkort's solution](#)

1628.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, trees

[bashkort's solution](#)

1629.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2022-12-25 · last AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[bashkort's solution](#)

1630.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[bashkort's solution](#)

1631.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-28 · last AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[bashkort's solution](#)

1632.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[bashkort's solution](#)

1633.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[bashkort's solution](#)

1634.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[bashkort's solution](#)

1635.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[bashkort's solution](#)

1636.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[bashkort's solution](#)

1637.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[bashkort's solution](#)

1638.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[bashkort's solution](#)

1639.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[bashkort's solution](#)

1640.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[bashkort's solution](#)

1641.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[bashkort's solution](#)

1642.

104730G

[Good Colorings](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1643.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[bashkort's solution](#)

1644.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities

[bashkort's solution](#)

1645.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[bashkort's solution](#)

1646.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[bashkort's solution](#)

1647.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[bashkort's solution](#)

1648.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[bashkort's solution](#)

1649.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy

[bashkort's solution](#)

1650.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[bashkort's solution](#)

1651.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: flows

[bashkort's solution](#)

1652.

2096G

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

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-21 · last AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[bashkort's solution](#)

1653.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[bashkort's solution](#)

1654.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[bashkort's solution](#)

1655.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[bashkort's solution](#)

1656.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities

[bashkort's solution](#)

1657.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[bashkort's solution](#)

1658.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[bashkort's solution](#)

1659.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[bashkort's solution](#)

1660.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-05-31 · last AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[bashkort's solution](#)

1661.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[bashkort's solution](#)

1662.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[bashkort's solution](#)

1663.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[bashkort's solution](#)

1664.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[bashkort's solution](#)

1665.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[bashkort's solution](#)

1666.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[bashkort's solution](#)

1667.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[bashkort's solution](#)

1668.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-04-19 · last AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[bashkort's solution](#)

1669.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, sortings, trees

[bashkort's solution](#)

1670.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[bashkort's solution](#)

1671.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[bashkort's solution](#)

1672.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry

[bashkort's solution](#)

1673.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[bashkort's solution](#)

1674.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[bashkort's solution](#)

1675.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[bashkort's solution](#)

1676.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[bashkort's solution](#)

1677.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[bashkort's solution](#)

1678.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[bashkort's solution](#)

1679.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-04-15 · last AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[bashkort's solution](#)

1680.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[bashkort's solution](#)

1681.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[bashkort's solution](#)

1682.

1666H

[Heroes of Might](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[bashkort's solution](#)

1683.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[bashkort's solution](#)

1684.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[bashkort's solution](#)

1685.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2022-08-16 · last AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[bashkort's solution](#)

1686.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[bashkort's solution](#)

1687.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[bashkort's solution](#)

1688.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[bashkort's solution](#)

1689.

103994F

[Minecraft Series](#) · [Tutorial](#)

Rating: 3500 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1690.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[bashkort's solution](#)

1691.

105831A

[BD800AC,,:C, 8 C00D >C\\$>C' 4C\\$8C40D\\$5C`L](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1692.

105831B

[A T C T A C = C D @](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1693.

105831C

[Aa>D!A!Qä3Cä=DÄ 8 C\\$>CD0](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1694.

105831D

[A T C C A D \\$ > C D 5 D 5 C \\$ >](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1695.

105449J

[A@Cä 8C4@](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1696.

105449D

[BT>D>Dj8CR @C AC@C AC#8 6](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1697.

105449H

[Br··Btorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1698.

105449F

[AÖAöAö](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1699.

105449I

[Aö@CäAD\\$0Dò 7C 4C GC 4C`O C`NC 8D\\$5C`5C•](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1700.

105449A

[B :C u P C,;C, =CR AC#8Cö](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1701.

105449G

[B 30\(50\),2C =C,,5 CÄ0D AC,,2Cä2](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1702.

105449B

[AäB040CD0C' AD\\$@Cä:D0](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1703.

105449L

[A\\$K04>CD=D`9 Cö@CäFCT=D](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1704.

105449E

[AöCöCö:C :Cä;D°](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bashkort's solution](#)

1705.

1952B

[Is it stated? · Tutorial](#)

Quality: 12,332 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[bashkort's solution](#)

1706.

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 2 (first AC) · Tags: *special, strings

[bashkort's solution](#)

1707.

102893L

[The Firm Knapsack Problem · Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1708.

102893J

[Straight · Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1709.

102893C

[Check Markers · Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1710.

102893D

[Multiple Subject Lessons · Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1711.

102893F

[SMS from MCHS · Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1712.

102893A

[Bank Transfer · Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1713.

104730J

[A0CDS0C\\$:C =C D BD >C\\$0 A#CC#0](#)

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

[bashkort's solution](#)

1714.

104730I

[A\\$K0;3D 0C' A# B,,](#)

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

[bashkort's solution](#)

1715.

104730A

[B4=C;1C ;DÄ=C O C65D =Dö](#)

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

[bashkort's solution](#)

1716.

104730H

[A#0000:0 C" ?Cä4C @Cä:](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1717.

104770J

[Slime Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bashkort's solution](#)

1718.

104770H

[Yurik and Important Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bashkort's solution](#)

1719.

104770K

[Production Waste](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bashkort's solution](#)

1720.

104770F

[Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bashkort's solution](#)

1721.

104770C

[Carpet Showcase](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bashkort's solution](#)

1722.

104770D

[Redrawn graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bashkort's solution](#)

1723.

104770B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bashkort's solution](#)

1724.

104770E

[Accounting Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bashkort's solution](#)

1725.

104770L

[Seats in the subway](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bashkort's solution](#)

1726.

104770G

[Elevator Ride](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bashkort's solution](#)

1727.

104770I

[Roofs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bashkort's solution](#)

1728.

104770A

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

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bashkort's solution](#)

1729.

104114I

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

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1730.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1731.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1732.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1733.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1734.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1735.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1736.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1737.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1738.

104460G

[Paper-cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1739.

104460A

[Digit Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1740.

104460D

[Pick Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1741.

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1742.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1743.

104460I

[Unrooted Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1744.

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1745.

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1746.

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1747.

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1748.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1749.

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bashkort's solution](#)

1750.

104349D

[Yet another permutation problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1751.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1752.

1042917

[BỘ TỬ SỐ 8 C> C>D 7C,,=C <](#)

Rating: — · first AC: 2023-04-11 · last AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1753.

1042918

[A\\$K0>C=,BDÂ ?C`0C0À CÔ> CÔ5 C&6;D 5C\\$KC&6;>C`=C,,BDÀ](#)

Rating: — · first AC: 2023-04-11 · last AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1754.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[bashkort's solution](#)

1755.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[bashkort's solution](#)

1756.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[bashkort's solution](#)

1757.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[bashkort's solution](#)

1758.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[bashkort's solution](#)

1759.

103631C

[A,,E&6;D 5D =D`5 C\\$KDT>CD=D`5](#)

Rating: — · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1760.

104182E

[Non-adjacent Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1761.

1041568

[AäTDcC0>C\\$5CÔ=C O Ct0CD0Dt0 C0@Câ AD\\$@Cä:C€](#)

Rating: — · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1762.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1763.

104094H

[One-dimensional Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · last AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1764.

104094F

[Bob's Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · last AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1765.

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1766.

102443L

[Time Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1767.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1768.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · last AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1769.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1770.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1771.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · last AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1772.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1773.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1774.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1775.

101609C

[Aô@D16C#8 D ?Cä2Cä@CäBCä<](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1776.

101609I

[Aö8D#FC](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1777.

101609B

[A.,E,D\\$5D 5D =C O DÔ:D :D4@D 8Dö](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1778.

101609F

[B B D s c \\$0CÔ8CP](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1779.

101609H

[BTD?C,,AC =C,,5](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1780.

101609J

[B 5D\\$2C,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1781.

101609D

[Aö#C0iAdt5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1782.

101609G

[Aö#D#0T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1783.

101609E

[B UCC#D'5 Dd8DD@D°](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1784.

101609K

[AD@Ca1C'5CÔ8CP](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1785.

101609A

[A#0C#>CÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1786.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · last AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1787.

103627H

[Endless Road](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · last AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1788.

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1789.

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1790.

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · last AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1791.

102129F

[Milliarium Aureum](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · last AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[bashkort's solution](#)

1792.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · last AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1793.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[bashkort's solution](#)

1794.

100767C

[BD*00D 8](#)

Rating: — · first AC: 2022-01-30 · last AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1795.

103426E

[Reconstructing Pairs · Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[bashkort's solution](#)

1796.

1319C

[Remove Adjacent · Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[bashkort's solution](#)

1797.

1319E

[World of Darkraft: Battle for Azathoth · Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[bashkort's solution](#)

1798.

1319D

[Navigation System · Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[bashkort's solution](#)

1799.

1319B

[Journey Planning · Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[bashkort's solution](#)

1800.

1319A

[Contest for Robots · Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[bashkort's solution](#)

1801.

103325E

[AD500L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[bashkort's solution](#)

1802.

102906C

[AD80\\$8Ct8Cä=D°](#)

Rating: — · first AC: 2020-12-27 · Java 11 (first AC) · Tags: —

[bashkort's solution](#)

1803.

102906B

[A:5D8008Dd0 C,,7 Dt8D 5C°](#)

Rating: — · first AC: 2020-12-27 · Java 11 (first AC) · Tags: —

[bashkort's solution](#)

1804.

102906A

[A:5D8008Dd0 C,,7 Dt8D 5C°](#)

Rating: — · first AC: 2020-12-27 · Java 11 (first AC) · Tags: —

[bashkort's solution](#)