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Unique solved — basic string

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

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

Filters: none

Count: 777

1.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[basic_string's solution](#)

2.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [two pointers](#)
[basic_string's solution](#)

3.

1704A

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

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · last AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[basic_string's solution](#)

4.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · last AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: [bitmasks](#), [greedy](#)
[basic_string's solution](#)

5.

1684B

[Z mod X = C](#) · [Tutorial](#)

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

6.

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [games](#), [math](#), [strings](#)
[basic_string's solution](#)

7.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · last AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#)
[basic_string's solution](#)

8.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · last AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: [games](#), [implementation](#), [math](#)
[basic_string's solution](#)

9.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[basic_string's solution](#)

10.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: strings
[basic_string's solution](#)

11.

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[basic_string's solution](#)

12.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,134 global accepts · Rating: 800 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
[basic_string's solution](#)

13.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · last AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[basic_string's solution](#)

14.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · last AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[basic_string's solution](#)

15.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · last AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[basic_string's solution](#)

16.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[basic_string's solution](#)

17.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[basic_string's solution](#)

18.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[basic_string's solution](#)

19.

1491A

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

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

[basic_string's solution](#)

20.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dp, greedy

[basic_string's solution](#)

21.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · last AC: 2021-01-01 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[basic_string's solution](#)

22.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: math

[basic_string's solution](#)

23.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[basic_string's solution](#)

24.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[basic_string's solution](#)

25.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-12 · last AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings

[basic_string's solution](#)

26.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,888 global accepts · Rating: 800 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: math

[basic_string's solution](#)

27.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,436 global accepts · Rating: 800 · first AC: 2020-01-05 · last AC: 2020-01-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[basic_string's solution](#)

28.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · last AC: 2020-01-05 · GNU C++11 (first AC) · Tags: implementation, strings

[basic_string's solution](#)

29.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2019-12-29 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: games, greedy, math

[basic_string's solution](#)

30.

1726A

[Mainak and Array · Tutorial](#)

Quality: 36,530 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[basic_string's solution](#)

31.

1696B

[NIT Destroys the Universe · Tutorial](#)

Quality: 36,309 global accepts · Rating: 900 · first AC: 2022-06-25 · last AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[basic_string's solution](#)

32.

1666D

[Deletive Editing · Tutorial](#)

Quality: 20,094 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[basic_string's solution](#)

33.

1609A

[Divide and Multiply · Tutorial](#)

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · last AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
[basic_string's solution](#)

34.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: math
[basic_string's solution](#)

35.

1584C

[Two Arrays · Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[basic_string's solution](#)

36.

1588A

[Two Arrays · Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings
[basic_string's solution](#)

37.

1606A

[AB Balance · Tutorial](#)

Quality: 37,471 global accepts · Rating: 900 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: strings
[basic_string's solution](#)

38.

1326B

[Maximums · Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: implementation, math
[basic_string's solution](#)

39.

1267B

[Balls of Buma · Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: —
[basic_string's solution](#)

40.

1295A

[Display The Number · Tutorial](#)

Quality: 24,145 global accepts · Rating: 900 · first AC: 2020-01-29 · last AC: 2020-01-30 · GNU C++11 (first AC) · Tags: greedy
[basic_string's solution](#)

- 41.**
1282A
[Temporarily unavailable](#) · [Tutorial](#)
Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: implementation, math
[basic_string's solution](#)
- 42.**
1279A
[New Year Garland](#) · [Tutorial](#)
Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: math
[basic_string's solution](#)
- 43.**
1704B
[Luke is a Foodie](#) · [Tutorial](#)
Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[basic_string's solution](#)
- 44.**
1566C
[MAX-MEX Cut](#) · [Tutorial](#)
Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[basic_string's solution](#)
- 45.**
1515B
[Phoenix and Puzzle](#) · [Tutorial](#)
Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[basic_string's solution](#)
- 46.**
1326A
[Bad Ugly Numbers](#) · [Tutorial](#)
Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[basic_string's solution](#)
- 47.**
1726B
[Mainak and Interesting Sequence](#) · [Tutorial](#)
Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[basic_string's solution](#)
- 48.**
1672C
[Unequal Array](#) · [Tutorial](#)
Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · last AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[basic_string's solution](#)
- 49.**
1656B
[Subtract Operation](#) · [Tutorial](#)
Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers
[basic_string's solution](#)
- 50.**
1637B
[MEX and Array](#) · [Tutorial](#)
Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[basic_string's solution](#)

51.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · last AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[basic_string's solution](#)

52.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · last AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[basic_string's solution](#)

53.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-11-23 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[basic_string's solution](#)

54.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[basic_string's solution](#)

55.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[basic_string's solution](#)

56.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[basic_string's solution](#)

57.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings
[basic_string's solution](#)

58.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · last AC: 2020-01-15 · GNU C++11 (first AC) · Tags: math
[basic_string's solution](#)

59.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · last AC: 2020-01-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search
[basic_string's solution](#)

60.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,789 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[basic_string's solution](#)

61.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[basic_string's solution](#)

62.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[basic_string's solution](#)

63.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[basic_string's solution](#)

64.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[basic_string's solution](#)

65.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · last AC: 2021-03-11 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[basic_string's solution](#)

66.

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[basic_string's solution](#)

67.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: graphs, implementation

[basic_string's solution](#)

68.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[basic_string's solution](#)

69.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[basic_string's solution](#)

70.

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

[basic_string's solution](#)

71.

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

[basic_string's solution](#)

72.

1726C

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

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

[basic_string's solution](#)

73.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · last AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[basic_string's solution](#)

74.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · last AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[basic_string's solution](#)

75.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · last AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[basic_string's solution](#)

76.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · last AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[basic_string's solution](#)

77.

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-25 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[basic_string's solution](#)

78.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[basic_string's solution](#)

79.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · last AC: 2021-01-06 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[basic_string's solution](#)

80.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[basic_string's solution](#)

81.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · last AC: 2020-03-10 · GNU C++11 (first AC) · Tags: greedy
[basic_string's solution](#)

82.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,825 global accepts · Rating: 1300 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[basic_string's solution](#)

83.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[basic_string's solution](#)

84.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · last AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[basic_string's solution](#)

85.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-20 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[basic_string's solution](#)

86.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[basic_string's solution](#)

87.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · last AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
[basic_string's solution](#)

88.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · last AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[basic_string's solution](#)

89.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
[basic_string's solution](#)

90.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,100 global accepts · Rating: 1400 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[basic_string's solution](#)

91.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[basic_string's solution](#)

92.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,644 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[basic_string's solution](#)

93.

437C

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

Quality: 14,994 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, sortings

[basic_string's solution](#)

94.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 25,996 global accepts · Rating: 1400 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[basic_string's solution](#)

95.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[basic_string's solution](#)

96.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,657 global accepts · Rating: 1400 · first AC: 2020-03-01 · last AC: 2020-03-03 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[basic_string's solution](#)

97.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · last AC: 2020-02-13 · GNU C++11 (first AC) · Tags: math

[basic_string's solution](#)

98.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1400 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[basic_string's solution](#)

99.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · last AC: 2020-01-05 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[basic_string's solution](#)

100.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[basic_string's solution](#)

101.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[basic_string's solution](#)

102.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[basic_string's solution](#)

103.

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

[basic_string's solution](#)

104.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · last AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[basic_string's solution](#)

105.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · last AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[basic_string's solution](#)

106.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · last AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[basic_string's solution](#)

107.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[basic_string's solution](#)

108.

1545A

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

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[basic_string's solution](#)

109.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,480 global accepts · Rating: 1500 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[basic_string's solution](#)

110.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,621 global accepts · Rating: 1500 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[basic_string's solution](#)

111.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1500 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[basic_string's solution](#)

112.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[basic_string's solution](#)

113.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · last AC: 2021-01-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees
[basic_string's solution](#)

114.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · last AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[basic_string's solution](#)

115.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[basic_string's solution](#)

116.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers
[basic_string's solution](#)

117.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers
[basic_string's solution](#)

118.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy
[basic_string's solution](#)

119.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[basic_string's solution](#)

120.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · last AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[basic_string's solution](#)

121.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[basic_string's solution](#)

122.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · last AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[basic_string's solution](#)

123.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[basic_string's solution](#)

124.

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
[basic_string's solution](#)

125.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · last AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[basic_string's solution](#)

126.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · last AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[basic_string's solution](#)

127.

1610C

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

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[basic_string's solution](#)

128.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · last AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[basic_string's solution](#)

129.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[basic_string's solution](#)

130.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data

structures, greedy, implementation, trees

[basic_string's solution](#)

131.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · last AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[basic_string's solution](#)

132.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[basic_string's solution](#)

133.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[basic_string's solution](#)

134.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: probabilities

[basic_string's solution](#)

135.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,292 global accepts · Rating: 1600 · first AC: 2020-12-19 · last AC: 2020-12-31 · GNU C++11 (first AC) · Tags: math, number theory

[basic_string's solution](#)

136.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[basic_string's solution](#)

137.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: brute force, math

[basic_string's solution](#)

138.

1305C

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

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[basic_string's solution](#)

139.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · last AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[basic_string's solution](#)

140.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · last AC: 2020-02-04 · GNU C++11 (first AC) · Tags: brute force, data

structures, implementation

[basic_string's solution](#)

141.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-01-29 · last AC: 2020-01-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[basic_string's solution](#)

142.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · last AC: 2020-01-15 · GNU C++11 (first AC) · Tags: combinatorics, dp

[basic_string's solution](#)

143.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · last AC: 2020-01-05 · GNU C++11 (first AC) · Tags: combinatorics, math

[basic_string's solution](#)

144.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[basic_string's solution](#)

145.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · last AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[basic_string's solution](#)

146.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · last AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[basic_string's solution](#)

147.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[basic_string's solution](#)

148.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[basic_string's solution](#)

149.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · last AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[basic_string's solution](#)

150.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-23 · last AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[basic_string's solution](#)

151.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · last AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[basic_string's solution](#)

152.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-10-03 · last AC: 2021-10-20 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[basic_string's solution](#)

153.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[basic_string's solution](#)

154.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · last AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[basic_string's solution](#)

155.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: implementation, math

[basic_string's solution](#)

156.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[basic_string's solution](#)

157.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force

[basic_string's solution](#)

158.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[basic_string's solution](#)

159.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[basic_string's solution](#)

160.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · last AC: 2020-04-06 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[basic_string's solution](#)

161.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[basic_string's solution](#)

162.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · last AC: 2020-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[basic_string's solution](#)

163.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: greedy

[basic_string's solution](#)

164.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · last AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, strings

[basic_string's solution](#)

165.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[basic_string's solution](#)

166.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[basic_string's solution](#)

167.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[basic_string's solution](#)

168.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[basic_string's solution](#)

169.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2021-12-18 · last AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[basic_string's solution](#)

170.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[basic_string's solution](#)

171.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[basic_string's solution](#)

172.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[basic_string's solution](#)

173.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[basic_string's solution](#)

174.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: geometry, number theory

[basic_string's solution](#)

175.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · last AC: 2021-04-18 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[basic_string's solution](#)

176.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[basic_string's solution](#)

177.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · last AC: 2021-03-15 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[basic_string's solution](#)

178.

1491D

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

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

[basic_string's solution](#)

179.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[basic_string's solution](#)

180.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[basic_string's solution](#)

181.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[basic_string's solution](#)

182.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[basic_string's solution](#)

183.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,699 global accepts · Rating: 1800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[basic_string's solution](#)

184.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · last AC: 2020-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[basic_string's solution](#)

185.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[basic_string's solution](#)

186.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[basic_string's solution](#)

187.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[basic_string's solution](#)

188.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[basic_string's solution](#)

189.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[basic_string's solution](#)

190.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2020-02-02 · last AC: 2020-02-04 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[basic_string's solution](#)

191.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,215 global accepts · Rating: 1800 · first AC: 2020-01-29 · last AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, number theory

[basic_string's solution](#)

192.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[basic_string's solution](#)

193.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[basic_string's solution](#)

194.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · last AC: 2019-12-30 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[basic_string's solution](#)

195.

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

[basic_string's solution](#)

196.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[basic_string's solution](#)

197.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · last AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[basic_string's solution](#)

198.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · last AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[basic_string's solution](#)

199.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[basic_string's solution](#)

200.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, dfs and similar, graphs, greedy

[basic_string's solution](#)

201.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[basic_string's solution](#)

202.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[basic_string's solution](#)

203.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,502 global accepts · Rating: 1900 · first AC: 2021-10-25 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[basic_string's solution](#)

204.

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[basic_string's solution](#)

205.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[basic_string's solution](#)

206.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,411 global accepts · Rating: 1900 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math

[basic_string's solution](#)

207.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, geometry, sortings

[basic_string's solution](#)

208.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp

[basic_string's solution](#)

209.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · last AC: 2021-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[basic_string's solution](#)

210.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures,

strings

[basic_string's solution](#)

211.

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: dsu, sortings

[basic_string's solution](#)

212.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · last AC: 2021-03-11 · GNU C++11 (first AC) · Tags: games, greedy

[basic_string's solution](#)

213.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: data structures, trees

[basic_string's solution](#)

214.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy

[basic_string's solution](#)

215.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · last AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[basic_string's solution](#)

216.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[basic_string's solution](#)

217.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[basic_string's solution](#)

218.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[basic_string's solution](#)

219.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[basic_string's solution](#)

220.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: data structures, trees

[basic_string's solution](#)

221.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu
[basic_string's solution](#)

222.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: data structures, dsu
[basic_string's solution](#)

223.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: binary search
[basic_string's solution](#)

224.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers
[basic_string's solution](#)

225.

1305D

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

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[basic_string's solution](#)

226.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · last AC: 2020-02-13 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[basic_string's solution](#)

227.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1900 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[basic_string's solution](#)

228.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[basic_string's solution](#)

229.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices
[basic_string's solution](#)

230.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[basic_string's solution](#)

231.

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

[basic_string's solution](#)

232.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[basic_string's solution](#)

233.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[basic_string's solution](#)

234.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · last AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[basic_string's solution](#)

235.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · last AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[basic_string's solution](#)

236.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[basic_string's solution](#)

237.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[basic_string's solution](#)

238.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · last AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[basic_string's solution](#)

239.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[basic_string's solution](#)

240.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[basic_string's solution](#)

241.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[basic_string's solution](#)

242.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[basic_string's solution](#)

243.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[basic_string's solution](#)

244.

432D

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

Quality: 11,986 global accepts · Rating: 2000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[basic_string's solution](#)

245.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[basic_string's solution](#)

246.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[basic_string's solution](#)

247.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · last AC: 2020-12-31 · GNU C++11 (first AC) · Tags: dp

[basic_string's solution](#)

248.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: dp

[basic_string's solution](#)

249.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2020-11-14 · last AC: 2020-11-15 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[basic_string's solution](#)

250.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[basic_string's solution](#)

251.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, brute

force, data structures, dp, implementation, sortings, two pointers

[basic_string's solution](#)

252.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[basic_string's solution](#)

253.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[basic_string's solution](#)

254.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: dp, matrices

[basic_string's solution](#)

255.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[basic_string's solution](#)

256.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dp, strings

[basic_string's solution](#)

257.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[basic_string's solution](#)

258.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-02 · last AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[basic_string's solution](#)

259.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures

[basic_string's solution](#)

260.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · last AC: 2020-01-15 · GNU C++11 (first AC) · Tags: data structures

[basic_string's solution](#)

261.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · last AC: 2020-01-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[basic_string's solution](#)

262.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · last AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[basic_string's solution](#)

263.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-19 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[basic_string's solution](#)

264.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · last AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[basic_string's solution](#)

265.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[basic_string's solution](#)

266.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[basic_string's solution](#)

267.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · last AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[basic_string's solution](#)

268.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · last AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[basic_string's solution](#)

269.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[basic_string's solution](#)

270.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[basic_string's solution](#)

271.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · last AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[basic_string's solution](#)

272.

1184A2

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

Quality: 1,123 global accepts · Rating: 2100 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[basic_string's solution](#)

273.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[basic_string's solution](#)

274.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[basic_string's solution](#)

275.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[basic_string's solution](#)

276.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[basic_string's solution](#)

277.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[basic_string's solution](#)

278.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[basic_string's solution](#)

279.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[basic_string's solution](#)

280.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: greedy, math, ternary search

[basic_string's solution](#)

281.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[basic_string's solution](#)

282.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[basic_string's solution](#)

283.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory
[basic_string's solution](#)

284.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[basic_string's solution](#)

285.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, sortings
[basic_string's solution](#)

286.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: flows, graph matchings, number theory
[basic_string's solution](#)

287.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2020-03-21 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees
[basic_string's solution](#)

288.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · last AC: 2020-03-10 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
[basic_string's solution](#)

289.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math
[basic_string's solution](#)

290.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,745 global accepts · Rating: 2100 · first AC: 2020-02-08 · last AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[basic_string's solution](#)

291.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[basic_string's solution](#)

292.

958E2

[Guard Duty \(medium\) · Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[basic_string's solution](#)

293.

833B

[The Bakery · Tutorial](#)

Quality: 6,495 global accepts · Rating: 2200 · first AC: 2022-06-10 · last AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[basic_string's solution](#)

294.

1672E

[notepad.exe · Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · last AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[basic_string's solution](#)

295.

1656E

[Equal Tree Sums · Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[basic_string's solution](#)

296.

1641C

[Anonymity Is Important · Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[basic_string's solution](#)

297.

1616E

[Lexicographically Small Enough · Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · last AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[basic_string's solution](#)

298.

1615D

[X\(or\)-mas Tree · Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · last AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[basic_string's solution](#)

299.

526D

[Om Nom and Necklace · Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[basic_string's solution](#)

300.

52C

[Circular RMQ · Tutorial](#)

Quality: 11,245 global accepts · Rating: 2200 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[basic_string's solution](#)

301.

453C

[Little Pony and Summer Sun Celebration · Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[basic_string's solution](#)

302.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[basic_string's solution](#)

303.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[basic_string's solution](#)

304.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,231 global accepts · Rating: 2200 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[basic_string's solution](#)

305.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[basic_string's solution](#)

306.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[basic_string's solution](#)

307.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[basic_string's solution](#)

308.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · last AC: 2021-03-15 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[basic_string's solution](#)

309.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[basic_string's solution](#)

310.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[basic_string's solution](#)

311.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp,

greedy

[basic_string's solution](#)

312.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[basic_string's solution](#)

313.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[basic_string's solution](#)

314.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[basic_string's solution](#)

315.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[basic_string's solution](#)

316.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: dp

[basic_string's solution](#)

317.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[basic_string's solution](#)

318.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[basic_string's solution](#)

319.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · last AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dp, strings

[basic_string's solution](#)

320.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: greedy, math

[basic_string's solution](#)

321.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[basic_string's solution](#)

322.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · last AC: 2020-01-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[basic_string's solution](#)

323.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: data structures

[basic_string's solution](#)

324.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: brute force, data structures

[basic_string's solution](#)

325.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2020-01-01 · GNU C++11 (first AC) · Tags: dp, sortings

[basic_string's solution](#)

326.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · last AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[basic_string's solution](#)

327.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[basic_string's solution](#)

328.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[basic_string's solution](#)

329.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, hashing

[basic_string's solution](#)

330.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[basic_string's solution](#)

331.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · last AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[basic_string's solution](#)

332.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · last AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[basic_string's solution](#)

333.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[basic_string's solution](#)

334.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[basic_string's solution](#)

335.

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

[basic_string's solution](#)

336.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · last AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[basic_string's solution](#)

337.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[basic_string's solution](#)

338.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[basic_string's solution](#)

339.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[basic_string's solution](#)

340.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[basic_string's solution](#)

341.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[basic_string's solution](#)

342.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures
[basic_string's solution](#)

343.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[basic_string's solution](#)

344.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[basic_string's solution](#)

345.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[basic_string's solution](#)

346.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: combinatorics, math
[basic_string's solution](#)

347.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: data structures, sortings, strings
[basic_string's solution](#)

348.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation
[basic_string's solution](#)

349.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: string suffix structures, strings
[basic_string's solution](#)

350.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[basic_string's solution](#)

351.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities
[basic_string's solution](#)

352.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[basic_string's solution](#)

353.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[basic_string's solution](#)

354.

727F

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

Quality: 957 global accepts · Rating: 2300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[basic_string's solution](#)

355.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: dp, sortings

[basic_string's solution](#)

356.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[basic_string's solution](#)

357.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[basic_string's solution](#)

358.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[basic_string's solution](#)

359.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: dp, fft

[basic_string's solution](#)

360.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,400 global accepts · Rating: 2300 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[basic_string's solution](#)

361.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[basic_string's solution](#)

362.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[basic_string's solution](#)

363.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: probabilities
[basic_string's solution](#)

364.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: brute force, dp
[basic_string's solution](#)

365.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory
[basic_string's solution](#)

366.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: data structures, dsu, trees
[basic_string's solution](#)

367.

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
[basic_string's solution](#)

368.

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
[basic_string's solution](#)

369.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory
[basic_string's solution](#)

370.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, games, graph matchings
[basic_string's solution](#)

371.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · last AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[basic_string's solution](#)

372.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs
[basic_string's solution](#)

373.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[basic_string's solution](#)

374.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · last AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[basic_string's solution](#)

375.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, shortest paths

[basic_string's solution](#)

376.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · last AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[basic_string's solution](#)

377.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[basic_string's solution](#)

378.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · last AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[basic_string's solution](#)

379.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[basic_string's solution](#)

380.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[basic_string's solution](#)

381.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory

[basic_string's solution](#)

382.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[basic_string's solution](#)

383.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[basic_string's solution](#)

384.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dsu, string suffix structures, strings

[basic_string's solution](#)

385.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, string suffix structures, strings

[basic_string's solution](#)

386.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[basic_string's solution](#)

387.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[basic_string's solution](#)

388.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[basic_string's solution](#)

389.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[basic_string's solution](#)

390.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[basic_string's solution](#)

391.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: dp

[basic_string's solution](#)

392.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[basic_string's solution](#)

393.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[basic_string's solution](#)

394.

1491E

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Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[basic_string's solution](#)

395.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[basic_string's solution](#)

396.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[basic_string's solution](#)

397.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[basic_string's solution](#)

398.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[basic_string's solution](#)

399.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[basic_string's solution](#)

400.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[basic_string's solution](#)

401.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[basic_string's solution](#)

402.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[basic_string's solution](#)

403.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[basic_string's solution](#)

404.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[basic_string's solution](#)

405.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[basic_string's solution](#)

406.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[basic_string's solution](#)

407.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: combinatorics, math

[basic_string's solution](#)

408.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-05-23 · GNU C++11 (first AC) · Tags: data structures, dp

[basic_string's solution](#)

409.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2020-04-17 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[basic_string's solution](#)

410.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-04 · last AC: 2020-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[basic_string's solution](#)

411.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: data structures

[basic_string's solution](#)

412.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: data structures, two pointers

[basic_string's solution](#)

413.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: geometry, hashing, strings

[basic_string's solution](#)

414.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: data structures

[basic_string's solution](#)

415.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[basic_string's solution](#)

416.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2020-02-08 · last AC: 2020-02-08 · GNU C++11 (first AC) · Tags: data structures

[basic_string's solution](#)

417.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · last AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[basic_string's solution](#)

418.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[basic_string's solution](#)

419.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[basic_string's solution](#)

420.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[basic_string's solution](#)

421.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[basic_string's solution](#)

422.

1691F

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Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · last AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[basic_string's solution](#)

423.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs

[basic_string's solution](#)

424.

44G

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Quality: 501 global accepts · Rating: 2500 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[basic_string's solution](#)

425.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · last AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[basic_string's solution](#)

426.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graph matchings, greedy

[basic_string's solution](#)

427.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[basic_string's solution](#)

428.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[basic_string's solution](#)

429.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2020-03-25 · last AC: 2022-02-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[basic_string's solution](#)

430.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[basic_string's solution](#)

431.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[basic_string's solution](#)

432.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[basic_string's solution](#)

433.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[basic_string's solution](#)

434.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[basic_string's solution](#)

435.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[basic_string's solution](#)

436.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings
[basic_string's solution](#)

437.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, strings
[basic_string's solution](#)

438.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, trees
[basic_string's solution](#)

439.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[basic_string's solution](#)

440.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[basic_string's solution](#)

441.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 2500 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings
[basic_string's solution](#)

442.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[basic_string's solution](#)

443.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
[basic_string's solution](#)

444.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[basic_string's solution](#)

445.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · last AC: 2021-04-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[basic_string's solution](#)

446.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[basic_string's solution](#)

447.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[basic_string's solution](#)

448.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[basic_string's solution](#)

449.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2500 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive

[basic_string's solution](#)

450.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2020-03-25 · last AC: 2020-11-30 · GNU C++11 (first AC) · Tags: binary search, hashing, strings, two pointers

[basic_string's solution](#)

451.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[basic_string's solution](#)

452.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[basic_string's solution](#)

453.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[basic_string's solution](#)

454.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[basic_string's solution](#)

455.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: data structures, greedy

[basic_string's solution](#)

456.

1305F

[Kuron and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[basic_string's solution](#)

457.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[basic_string's solution](#)

458.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[basic_string's solution](#)

459.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: brute force, data structures

[basic_string's solution](#)

460.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · last AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[basic_string's solution](#)

461.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[basic_string's solution](#)

462.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 2600 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[basic_string's solution](#)

463.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[basic_string's solution](#)

464.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[basic_string's solution](#)

465.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[basic_string's solution](#)

466.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[basic_string's solution](#)

467.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[basic_string's solution](#)

468.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2020-11-06 · last AC: 2022-02-19 · GNU C++11 (first AC) · Tags: 2-sat, greedy
[basic_string's solution](#)

469.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[basic_string's solution](#)

470.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[basic_string's solution](#)

471.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings
[basic_string's solution](#)

472.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[basic_string's solution](#)

473.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,963 global accepts · Rating: 2600 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[basic_string's solution](#)

474.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics
[basic_string's solution](#)

475.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
[basic_string's solution](#)

476.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[basic_string's solution](#)

477.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[basic_string's solution](#)

478.

690E2

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Quality: 148 global accepts · Rating: 2600 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[basic_string's solution](#)

479.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[basic_string's solution](#)

480.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[basic_string's solution](#)

481.

1140F

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Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[basic_string's solution](#)

482.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[basic_string's solution](#)

483.

848C

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Quality: 1,578 global accepts · Rating: 2600 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[basic_string's solution](#)

484.

303D

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Quality: 352 global accepts · Rating: 2600 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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485.

1566F

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Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

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486.

1437G

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Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[basic_string's solution](#)

487.

1031E

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Quality: 572 global accepts · Rating: 2600 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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488.

1073G

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Quality: 1,112 global accepts · Rating: 2600 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures
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489.

152D

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Quality: 257 global accepts · Rating: 2600 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force
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490.

653F

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Quality: 1,173 global accepts · Rating: 2600 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings
[basic_string's solution](#)

491.

360D

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Quality: 487 global accepts · Rating: 2600 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[basic_string's solution](#)

492.

436E

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Quality: 1,822 global accepts · Rating: 2600 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[basic_string's solution](#)

493.

232C

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Quality: 309 global accepts · Rating: 2600 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths
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494.

1264D1

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Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities
[basic_string's solution](#)

495.

1523E

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Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[basic_string's solution](#)

496.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[basic_string's solution](#)

497.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[basic_string's solution](#)

498.

93E

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Quality: 540 global accepts · Rating: 2600 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: dp, math, number theory

[basic_string's solution](#)

499.

1500C

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Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[basic_string's solution](#)

500.

346D

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Quality: 841 global accepts · Rating: 2600 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[basic_string's solution](#)

501.

1495D

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Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[basic_string's solution](#)

502.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: flows, graphs

[basic_string's solution](#)

503.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: dp, flows

[basic_string's solution](#)

504.

1466G

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Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[basic_string's solution](#)

505.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[basic_string's solution](#)

506.

1406E

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Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[basic_string's solution](#)

507.

1368F

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Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: games, implementation, interactive, math

[basic_string's solution](#)

508.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[basic_string's solution](#)

509.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[basic_string's solution](#)

510.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[basic_string's solution](#)

511.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[basic_string's solution](#)

512.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,434 global accepts · Rating: 2600 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: data structures, probabilities

[basic_string's solution](#)

513.

1416D

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Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[basic_string's solution](#)

514.

241E

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Quality: 1,383 global accepts · Rating: 2600 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[basic_string's solution](#)

515.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[basic_string's solution](#)

516.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[basic_string's solution](#)

517.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[basic_string's solution](#)

518.

662C

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Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[basic_string's solution](#)

519.

115D

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Quality: 454 global accepts · Rating: 2600 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: dp, expression parsing

[basic_string's solution](#)

520.

917D

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Quality: 1,469 global accepts · Rating: 2600 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[basic_string's solution](#)

521.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: data structures

[basic_string's solution](#)

522.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: dp, probabilities

[basic_string's solution](#)

523.

249E

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Quality: 359 global accepts · Rating: 2600 · first AC: 2020-03-20 · last AC: 2020-03-21 · GNU C++11 (first AC) · Tags: math

[basic_string's solution](#)

524.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2600 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[basic_string's solution](#)

525.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,940 global accepts · Rating: 2600 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: math

[basic_string's solution](#)

526.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[basic_string's solution](#)

527.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[basic_string's solution](#)

528.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph

matchings

[basic_string's solution](#)

529.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · last AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[basic_string's solution](#)

530.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[basic_string's solution](#)

531.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[basic_string's solution](#)

532.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · last AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[basic_string's solution](#)

533.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[basic_string's solution](#)

534.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[basic_string's solution](#)

535.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[basic_string's solution](#)

536.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[basic_string's solution](#)

537.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[basic_string's solution](#)

538.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[basic_string's solution](#)

539.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings
[basic_string's solution](#)

540.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math
[basic_string's solution](#)

541.

1207G

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Quality: 1,225 global accepts · Rating: 2700 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[basic_string's solution](#)

542.

838D

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Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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543.

1540C1

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Quality: 749 global accepts · Rating: 2700 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[basic_string's solution](#)

544.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[basic_string's solution](#)

545.

1179D

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Quality: 1,035 global accepts · Rating: 2700 · first AC: 2021-05-04 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: data structures, dp, trees
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546.

472F

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Quality: 301 global accepts · Rating: 2700 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math, matrices
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547.

13E

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Quality: 7,948 global accepts · Rating: 2700 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: data structures, dsu
[basic_string's solution](#)

548.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
[basic_string's solution](#)

549.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: flows, graphs
[basic_string's solution](#)

550.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · last AC: 2020-12-31 · GNU C++11 (first AC) · Tags: math, matrices
[basic_string's solution](#)

551.

985G

[Team Players](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2700 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: combinatorics
[basic_string's solution](#)

552.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[basic_string's solution](#)

553.

1364E

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Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[basic_string's solution](#)

554.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: strings
[basic_string's solution](#)

555.

1215F

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Quality: 1,189 global accepts · Rating: 2700 · first AC: 2020-11-07 · GNU C++11 (first AC) · Tags: 2-sat
[basic_string's solution](#)

556.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: dp, matrices
[basic_string's solution](#)

557.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures, math, matrices
[basic_string's solution](#)

558.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: brute force, graphs, math, meet-in-the-middle
[basic_string's solution](#)

559.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[basic_string's solution](#)

560.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[basic_string's solution](#)

561.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
[basic_string's solution](#)

562.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing
[basic_string's solution](#)

563.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory
[basic_string's solution](#)

564.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: greedy, math, probabilities
[basic_string's solution](#)

565.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: binary search, data structures
[basic_string's solution](#)

566.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: flows, graph matchings
[basic_string's solution](#)

567.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry, trees
[basic_string's solution](#)

568.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graph matchings
[basic_string's solution](#)

569.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: binary search, dsu, trees

[basic_string's solution](#)

570.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[basic_string's solution](#)

571.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[basic_string's solution](#)

572.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees

[basic_string's solution](#)

573.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[basic_string's solution](#)

574.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[basic_string's solution](#)

575.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · last AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[basic_string's solution](#)

576.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[basic_string's solution](#)

577.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[basic_string's solution](#)

578.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[basic_string's solution](#)

579.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[basic_string's solution](#)

580.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[basic_string's solution](#)

581.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[basic_string's solution](#)

582.

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[basic_string's solution](#)

583.

1612F

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584.

815D

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585.

240E

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586.

1609F

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587.

633G

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588.

1606F

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589.

750F

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590.

1371F

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591.

1400F

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592.

986E

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593.

187D

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594.

319D

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595.

204E

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596.

163E

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Quality: 2,185 global accepts · Rating: 2800 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

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597.

1545C

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598.

838C

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[basic_string's solution](#)

599.

600F

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600.

472G

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601.

1442D

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602.

1413F

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Quality: 960 global accepts · Rating: 2800 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: data structures, trees

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603.

1434D

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604.

762F

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[basic_string's solution](#)

605.

348E

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Quality: 513 global accepts · Rating: 2800 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[basic_string's solution](#)

606.

652F

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[basic_string's solution](#)

607.

613D

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[basic_string's solution](#)

608.

493E

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[basic_string's solution](#)

609.

360E

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Quality: 816 global accepts · Rating: 2800 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[basic_string's solution](#)

610.

547E

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Quality: 2,605 global accepts · Rating: 2800 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[basic_string's solution](#)

611.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[basic_string's solution](#)

612.

1616F

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613.

708D

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Quality: 887 global accepts · Rating: 2900 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: flows

[basic_string's solution](#)

614.

1677E

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[basic_string's solution](#)

615.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[basic_string's solution](#)

616.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[basic_string's solution](#)

617.

809D

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Quality: 1,029 global accepts · Rating: 2900 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[basic_string's solution](#)

618.

1553H

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[basic_string's solution](#)

619.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: strings, trees

[basic_string's solution](#)

620.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[basic_string's solution](#)

621.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[basic_string's solution](#)

622.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[basic_string's solution](#)

623.

1601E

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Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · last AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[basic_string's solution](#)

624.

1146H

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Quality: 680 global accepts · Rating: 2900 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[basic_string's solution](#)

625.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[basic_string's solution](#)

626.

449E

[Jzzhu and Squares](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[basic_string's solution](#)

627.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle

[basic_string's solution](#)

628.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, shortest paths

[basic_string's solution](#)

629.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, string suffix structures

[basic_string's solution](#)

630.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[basic_string's solution](#)

631.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2021-06-15 · last AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[basic_string's solution](#)

632.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[basic_string's solution](#)

633.

1198F

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Quality: 1,076 global accepts · Rating: 2900 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: greedy, number theory, probabilities

[basic_string's solution](#)

634.

1051G

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Quality: 480 global accepts · Rating: 2900 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy

[basic_string's solution](#)

635.

878D

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Quality: 860 global accepts · Rating: 2900 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: bitmasks

[basic_string's solution](#)

636.

1444D

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Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, geometry

[basic_string's solution](#)

637.

1428G1

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Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: dp, greedy

[basic_string's solution](#)

638.

497D

[Gears](#) · [Tutorial](#)

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[basic_string's solution](#)

639.

724E

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Quality: 1,668 global accepts · Rating: 2900 · first AC: 2020-06-05 · last AC: 2020-06-06 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[basic_string's solution](#)

640.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: flows, graph matchings

[basic_string's solution](#)

641.

321D

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Quality: 594 global accepts · Rating: 2900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: dp, greedy, math

[basic_string's solution](#)

642.

587E

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Quality: 847 global accepts · Rating: 2900 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: data structures

[basic_string's solution](#)

643.

997D

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Quality: 517 global accepts · Rating: 2900 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, trees

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644.

741D

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645.

896D

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Quality: 616 global accepts · Rating: 2900 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[basic_string's solution](#)

646.

938G

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Quality: 1,090 global accepts · Rating: 2900 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dsu, graphs

[basic_string's solution](#)

647.

343E

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Quality: 911 global accepts · Rating: 2900 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[basic_string's solution](#)

648.

1707D

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Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-17 · last AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[basic_string's solution](#)

649.

1615H

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Quality: 386 global accepts · Rating: 3000 · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[basic_string's solution](#)

650.

739E

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Quality: 2,627 global accepts · Rating: 3000 · first AC: 2022-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[basic_string's solution](#)

651.

1603D

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[basic_string's solution](#)

652.

891E

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Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices
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653.

1446D2

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Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers
[basic_string's solution](#)

654.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[basic_string's solution](#)

655.

997E

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Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[basic_string's solution](#)

656.

526F

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[basic_string's solution](#)

657.

793F

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658.

1651F

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Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-11 · last AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures
[basic_string's solution](#)

659.

1637G

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Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[basic_string's solution](#)

660.

698F

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Quality: 490 global accepts · Rating: 3000 · first AC: 2022-02-10 · last AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory
[basic_string's solution](#)

661.

1616H

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Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[basic_string's solution](#)

662.

1609G

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Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · last AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[basic_string's solution](#)

663.

1610F

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Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[basic_string's solution](#)

664.

566C

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Quality: 883 global accepts · Rating: 3000 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[basic_string's solution](#)

665.

1442E

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Quality: 788 global accepts · Rating: 3000 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[basic_string's solution](#)

666.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[basic_string's solution](#)

667.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[basic_string's solution](#)

668.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[basic_string's solution](#)

669.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers

[basic_string's solution](#)

670.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[basic_string's solution](#)

671.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[basic_string's solution](#)

672.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[basic_string's solution](#)

673.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, sortings

[basic_string's solution](#)

674.

568E

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

Quality: 632 global accepts · Rating: 3000 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: data structures, dp

[basic_string's solution](#)

675.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: math, probabilities

[basic_string's solution](#)

676.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 3000 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[basic_string's solution](#)

677.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: graphs

[basic_string's solution](#)

678.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[basic_string's solution](#)

679.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: dp, greedy

[basic_string's solution](#)

680.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[basic_string's solution](#)

681.

1175G

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Quality: 707 global accepts · Rating: 3000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[basic_string's solution](#)

682.

778E

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Quality: 354 global accepts · Rating: 3000 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, sortings

[basic_string's solution](#)

683.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[basic_string's solution](#)

684.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-02-22 · last AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[basic_string's solution](#)

685.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[basic_string's solution](#)

686.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[basic_string's solution](#)

687.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[basic_string's solution](#)

688.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[basic_string's solution](#)

689.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[basic_string's solution](#)

690.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices, probabilities

[basic_string's solution](#)

691.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[basic_string's solution](#)

692.

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[basic_string's solution](#)

693.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[basic_string's solution](#)

694.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[basic_string's solution](#)

695.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[basic_string's solution](#)

696.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[basic_string's solution](#)

697.

1184A3

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

Quality: 155 global accepts · Rating: 3100 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, number theory

[basic_string's solution](#)

698.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-05-08 · last AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[basic_string's solution](#)

699.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: dp

[basic_string's solution](#)

700.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: dsu, math

[basic_string's solution](#)

701.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, games

[basic_string's solution](#)

702.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy

[basic_string's solution](#)

703.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[basic_string's solution](#)

704.

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: math, number theory

[basic_string's solution](#)

705.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[basic_string's solution](#)

706.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[basic_string's solution](#)

707.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, strings

[basic_string's solution](#)

708.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[basic_string's solution](#)

709.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[basic_string's solution](#)

710.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[basic_string's solution](#)

711.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[basic_string's solution](#)

712.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[basic_string's solution](#)

713.

1584G

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

Quality: 246 global accepts · Rating: 3200 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[basic_string's solution](#)

714.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[basic_string's solution](#)

715.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[basic_string's solution](#)

716.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings
[basic_string's solution](#)

717.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities
[basic_string's solution](#)

718.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[basic_string's solution](#)

719.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees
[basic_string's solution](#)

720.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures
[basic_string's solution](#)

721.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, shortest paths
[basic_string's solution](#)

722.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games
[basic_string's solution](#)

723.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: strings, two pointers
[basic_string's solution](#)

724.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: trees

[basic_string's solution](#)

725.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees

[basic_string's solution](#)

726.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[basic_string's solution](#)

727.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: graphs, interactive

[basic_string's solution](#)

728.

645G

[Armistice Area Apportionment](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3200 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: binary search, geometry

[basic_string's solution](#)

729.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[basic_string's solution](#)

730.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: 2-sat, data structures, trees

[basic_string's solution](#)

731.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2020-03-27 · last AC: 2020-03-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[basic_string's solution](#)

732.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[basic_string's solution](#)

733.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, math

[basic_string's solution](#)

734.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[basic_string's solution](#)

735.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing
[basic_string's solution](#)

736.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings
[basic_string's solution](#)

737.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs
[basic_string's solution](#)

738.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[basic_string's solution](#)

739.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings
[basic_string's solution](#)

740.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures
[basic_string's solution](#)

741.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[basic_string's solution](#)

742.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: greedy, trees
[basic_string's solution](#)

743.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2021-04-06 · last AC: 2021-04-06 · GNU C++11 (first AC) · Tags: binary search, data structures, flows, greedy
[basic_string's solution](#)

744.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[basic_string's solution](#)

745.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: binary search, data structures

[basic_string's solution](#)

746.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[basic_string's solution](#)

747.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-20 · last AC: 2022-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[basic_string's solution](#)

748.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[basic_string's solution](#)

749.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[basic_string's solution](#)

750.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[basic_string's solution](#)

751.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: data structures, trees

[basic_string's solution](#)

752.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[basic_string's solution](#)

753.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[basic_string's solution](#)

754.

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive

[basic_string's solution](#)

755.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[basic_string's solution](#)

756.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[basic_string's solution](#)

757.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[basic_string's solution](#)

758.

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[basic_string's solution](#)

759.

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-16 · last AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[basic_string's solution](#)

760.

396E

[On Iteration of One Well-Known Function](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[basic_string's solution](#)

761.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[basic_string's solution](#)

762.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[basic_string's solution](#)

763.

103446F

[Kaiji!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[basic_string's solution](#)

764.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[basic_string's solution](#)

765.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[basic_string's solution](#)

766.

103446B

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

Rating: — · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[basic_string's solution](#)

767.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[basic_string's solution](#)

768.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[basic_string's solution](#)

769.

103446J

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

Rating: — · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[basic_string's solution](#)

770.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[basic_string's solution](#)

771.

103446D

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

Rating: — · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[basic_string's solution](#)

772.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[basic_string's solution](#)

773.

103399C

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Rating: — · first AC: 2021-11-09 · last AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[basic_string's solution](#)

774.

103399B

[Fast modular multiplication modulo 57-bit modulus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[basic_string's solution](#)

775.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices

[basic_string's solution](#)

776.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: — · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[basic_string's solution](#)

777.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: dp, probabilities

[basic_string's solution](#)