

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

<https://cfelitetracker.vercel.app>

# Unique solved — boba5551

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

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

Filters: none

Count: 348

- 1.**  
1847A  
[The Man who became a God](#) · [Tutorial](#)  
Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[boba5551's solution](#)
- 2.**  
1843C  
[Sum in Binary Tree](#) · [Tutorial](#)  
Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, trees  
[boba5551's solution](#)
- 3.**  
1843B  
[Long Long](#) · [Tutorial](#)  
Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers  
[boba5551's solution](#)
- 4.**  
1843A  
[Sasha and Array Coloring](#) · [Tutorial](#)  
Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers  
[boba5551's solution](#)
- 5.**  
1768A  
[Greatest Convex](#) · [Tutorial](#)  
Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[boba5551's solution](#)
- 6.**  
1621A  
[Stable Arrangement of Rooks](#) · [Tutorial](#)  
Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[boba5551's solution](#)
- 7.**  
1622A  
[Construct a Rectangle](#) · [Tutorial](#)  
Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[boba5551's solution](#)
- 8.**  
1615A  
[Closing The Gap](#) · [Tutorial](#)  
Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[boba5551's solution](#)
- 9.**  
1608A  
[Find Array](#) · [Tutorial](#)  
Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[boba5551's solution](#)
- 10.**  
1607A  
[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[boba5551's solution](#)

**11.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[boba5551's solution](#)

**12.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[boba5551's solution](#)

**13.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[boba5551's solution](#)

**14.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,384 global accepts · Rating: 800 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math  
[boba5551's solution](#)

**15.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[boba5551's solution](#)

**16.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[boba5551's solution](#)

**17.**

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[boba5551's solution](#)

**18.**

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[boba5551's solution](#)

**19.**

782A

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

Rating: 800 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: implementation  
[boba5551's solution](#)

**20.**

758A

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

Quality: 75,314 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: implementation, math  
[boba5551's solution](#)

**21.**

755A

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

Quality: 19,786 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory  
[boba5551's solution](#)

**22.**

750A

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

Quality: 92,563 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[boba5551's solution](#)

**23.**

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, math

[boba5551's solution](#)

**24.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[boba5551's solution](#)

**25.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[boba5551's solution](#)

**26.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[boba5551's solution](#)

**27.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[boba5551's solution](#)

**28.**

1282A

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

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

[boba5551's solution](#)

**29.**

1238A

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

Quality: 28,066 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[boba5551's solution](#)

**30.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[boba5551's solution](#)

**31.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[boba5551's solution](#)

- 32.**  
1055A  
[Metro](#) · [Tutorial](#)  
Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[boba5551's solution](#)
- 33.**  
1847B  
[Hamon Odyssey](#) · [Tutorial](#)  
Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers  
[boba5551's solution](#)
- 34.**  
1622B  
[Berland Music](#) · [Tutorial](#)  
Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings  
[boba5551's solution](#)
- 35.**  
1607C  
[Minimum Extraction](#) · [Tutorial](#)  
Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings  
[boba5551's solution](#)
- 36.**  
1598B  
[Groups](#) · [Tutorial](#)  
Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[boba5551's solution](#)
- 37.**  
1278A  
[Shuffle Hashing](#) · [Tutorial](#)  
Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[boba5551's solution](#)
- 38.**  
1266B  
[Dice Tower](#) · [Tutorial](#)  
Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[boba5551's solution](#)
- 39.**  
1266A  
[Competitive Programmer](#) · [Tutorial](#)  
Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math  
[boba5551's solution](#)
- 40.**  
1253A  
[Single Push](#) · [Tutorial](#)  
Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[boba5551's solution](#)
- 41.**  
1245A  
[Good ol' Numbers Coloring](#) · [Tutorial](#)  
Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[boba5551's solution](#)
- 42.**  
1111A  
[Superhero Transformation](#) · [Tutorial](#)  
Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[boba5551's solution](#)

**43.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[boba5551's solution](#)

**44.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[boba5551's solution](#)

**45.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,056 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation  
[boba5551's solution](#)

**46.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[boba5551's solution](#)

**47.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[boba5551's solution](#)

**48.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers  
[boba5551's solution](#)

**49.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[boba5551's solution](#)

**50.**

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[boba5551's solution](#)

**51.**

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[boba5551's solution](#)

**52.**

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory  
[boba5551's solution](#)

**53.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games,

greedy, sortings, strings

[boba5551's solution](#)

**54.**

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[boba5551's solution](#)

**55.**

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings

[boba5551's solution](#)

**56.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,236 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math

[boba5551's solution](#)

**57.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[boba5551's solution](#)

**58.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[boba5551's solution](#)

**59.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[boba5551's solution](#)

**60.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[boba5551's solution](#)

**61.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[boba5551's solution](#)

**62.**

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[boba5551's solution](#)

**63.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[boba5551's solution](#)

**64.**

1185C1

[Exam in BerSU \(easy version\) · Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[boba5551's solution](#)

**65.**

1185B

[Email from Polycarp · Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[boba5551's solution](#)

**66.**

1100C

[NN and the Optical Illusion · Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math  
[boba5551's solution](#)

**67.**

1043B

[Lost Array · Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[boba5551's solution](#)

**68.**

754A

[Lesha and array splitting · Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[boba5551's solution](#)

**69.**

2165A

[Cyclic Merging · Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[boba5551's solution](#)

**70.**

1615B

[And It's Non-Zero · Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
[boba5551's solution](#)

**71.**

1607D

[Blue-Red Permutation · Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[boba5551's solution](#)

**72.**

1602C

[Array Elimination · Tutorial](#)

Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory  
[boba5551's solution](#)

**73.**

1553B

[Reverse String · Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings  
[boba5551's solution](#)

**74.**

1322A

[Unusual Competitions · Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[boba5551's solution](#)

**75.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[boba5551's solution](#)

**76.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[boba5551's solution](#)

**77.**

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[boba5551's solution](#)

**78.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[boba5551's solution](#)

**79.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[boba5551's solution](#)

**80.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[boba5551's solution](#)

**81.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[boba5551's solution](#)

**82.**

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[boba5551's solution](#)

**83.**

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[boba5551's solution](#)

**84.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[boba5551's solution](#)

**85.**

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[boba5551's solution](#)

**86.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[boba5551's solution](#)

**87.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[boba5551's solution](#)

**88.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[boba5551's solution](#)

**89.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[boba5551's solution](#)

**90.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[boba5551's solution](#)

**91.**

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[boba5551's solution](#)

**92.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[boba5551's solution](#)

**93.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[boba5551's solution](#)

**94.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[boba5551's solution](#)

**95.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,248 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[boba5551's solution](#)

**96.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers  
[boba5551's solution](#)

**97.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[boba5551's solution](#)

**98.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation  
[boba5551's solution](#)

**99.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[boba5551's solution](#)

**100.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers  
[boba5551's solution](#)

**101.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[boba5551's solution](#)

**102.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[boba5551's solution](#)

**103.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings  
[boba5551's solution](#)

**104.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[boba5551's solution](#)

**105.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[boba5551's solution](#)

**106.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[boba5551's solution](#)

**107.**

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[boba5551's solution](#)

**108.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs  
[boba5551's solution](#)

**109.**

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[boba5551's solution](#)

**110.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[boba5551's solution](#)

**111.**

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[boba5551's solution](#)

**112.**

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[boba5551's solution](#)

**113.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy  
[boba5551's solution](#)

**114.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,335 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp  
[boba5551's solution](#)

**115.**

1843E

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

Quality: 17,809 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers  
[boba5551's solution](#)

**116.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive

algorithms, greedy, implementation

[boba5551's solution](#)

**117.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[boba5551's solution](#)

**118.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[boba5551's solution](#)

**119.**

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[boba5551's solution](#)

**120.**

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[boba5551's solution](#)

**121.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1600 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[boba5551's solution](#)

**122.**

1336A

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

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[boba5551's solution](#)

**123.**

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[boba5551's solution](#)

**124.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[boba5551's solution](#)

**125.**

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[boba5551's solution](#)

**126.**

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[boba5551's solution](#)

**127.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games  
[boba5551's solution](#)

**128.**

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[boba5551's solution](#)

**129.**

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers  
[boba5551's solution](#)

**130.**

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation  
[boba5551's solution](#)

**131.**

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[boba5551's solution](#)

**132.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings  
[boba5551's solution](#)

**133.**

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[boba5551's solution](#)

**134.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search  
[boba5551's solution](#)

**135.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math  
[boba5551's solution](#)

**136.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: greedy, math  
[boba5551's solution](#)

**137.**

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[boba5551's solution](#)

**138.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math  
[boba5551's solution](#)

**139.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers  
[boba5551's solution](#)

**140.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[boba5551's solution](#)

**141.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math  
[boba5551's solution](#)

**142.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation  
[boba5551's solution](#)

**143.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers  
[boba5551's solution](#)

**144.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[boba5551's solution](#)

**145.**

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[boba5551's solution](#)

**146.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation  
[boba5551's solution](#)

**147.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[boba5551's solution](#)

**148.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[boba5551's solution](#)

**149.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[boba5551's solution](#)

**150.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[boba5551's solution](#)

**151.**

1229A

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

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[boba5551's solution](#)

**152.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · last AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[boba5551's solution](#)

**153.**

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[boba5551's solution](#)

**154.**

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[boba5551's solution](#)

**155.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[boba5551's solution](#)

**156.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[boba5551's solution](#)

**157.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[boba5551's solution](#)

**158.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[boba5551's solution](#)

**159.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,104 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[boba5551's solution](#)

**160.**

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[boba5551's solution](#)

**161.**

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[boba5551's solution](#)

**162.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[boba5551's solution](#)

**163.**

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[boba5551's solution](#)

**164.**

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation

[boba5551's solution](#)

**165.**

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[boba5551's solution](#)

**166.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[boba5551's solution](#)

**167.**

1843F1

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

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[boba5551's solution](#)

**168.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[boba5551's solution](#)

**169.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[boba5551's solution](#)

**170.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[boba5551's solution](#)

**171.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[boba5551's solution](#)

**172.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[boba5551's solution](#)

**173.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[boba5551's solution](#)

**174.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[boba5551's solution](#)

**175.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[boba5551's solution](#)

**176.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[boba5551's solution](#)

**177.**

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[boba5551's solution](#)

**178.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[boba5551's solution](#)

**179.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[boba5551's solution](#)

**180.**

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[boba5551's solution](#)

**181.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[boba5551's solution](#)

**182.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[boba5551's solution](#)

**183.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[boba5551's solution](#)

**184.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[boba5551's solution](#)

**185.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[boba5551's solution](#)

**186.**

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[boba5551's solution](#)

**187.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[boba5551's solution](#)

**188.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[boba5551's solution](#)

**189.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[boba5551's solution](#)

**190.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[boba5551's solution](#)

**191.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[boba5551's solution](#)

**192.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[boba5551's solution](#)

**193.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[boba5551's solution](#)

**194.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[boba5551's solution](#)

**195.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · last AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[boba5551's solution](#)

**196.**

950E

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

Rating: 1900 · first AC: 2018-03-09 · last AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, graphs

[boba5551's solution](#)

**197.**

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[boba5551's solution](#)

**198.**

782D

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, strings

[boba5551's solution](#)

**199.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[boba5551's solution](#)

**200.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings  
[boba5551's solution](#)

**201.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers  
[boba5551's solution](#)

**202.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[boba5551's solution](#)

**203.**

1588B

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

Rating: 2000 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive  
[boba5551's solution](#)

**204.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[boba5551's solution](#)

**205.**

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2020-04-25 · last AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory  
[boba5551's solution](#)

**206.**

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings  
[boba5551's solution](#)

**207.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[boba5551's solution](#)

**208.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[boba5551's solution](#)

**209.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[boba5551's solution](#)

**210.**

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[boba5551's solution](#)

**211.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[boba5551's solution](#)

**212.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[boba5551's solution](#)

**213.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[boba5551's solution](#)

**214.**

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[boba5551's solution](#)

**215.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[boba5551's solution](#)

**216.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,713 global accepts · Rating: 2000 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[boba5551's solution](#)

**217.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[boba5551's solution](#)

**218.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[boba5551's solution](#)

**219.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings

[boba5551's solution](#)

**220.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: dp

[boba5551's solution](#)

**221.**

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[boba5551's solution](#)

**222.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[boba5551's solution](#)

**223.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[boba5551's solution](#)

**224.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[boba5551's solution](#)

**225.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[boba5551's solution](#)

**226.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[boba5551's solution](#)

**227.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[boba5551's solution](#)

**228.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[boba5551's solution](#)

**229.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-19 · last AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[boba5551's solution](#)

**230.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[boba5551's solution](#)

### 231.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[boba5551's solution](#)

### 232.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[boba5551's solution](#)

### 233.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[boba5551's solution](#)

### 234.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[boba5551's solution](#)

### 235.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[boba5551's solution](#)

### 236.

782E

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[boba5551's solution](#)

### 237.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[boba5551's solution](#)

### 238.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[boba5551's solution](#)

### 239.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[boba5551's solution](#)

### 240.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[boba5551's solution](#)

**241.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers  
[boba5551's solution](#)

**242.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[boba5551's solution](#)

**243.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices  
[boba5551's solution](#)

**244.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[boba5551's solution](#)

**245.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees  
[boba5551's solution](#)

**246.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees  
[boba5551's solution](#)

**247.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
[boba5551's solution](#)

**248.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings  
[boba5551's solution](#)

**249.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[boba5551's solution](#)

**250.**

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: flows  
[boba5551's solution](#)

**251.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[boba5551's solution](#)

**252.**

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[boba5551's solution](#)

**253.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[boba5551's solution](#)

**254.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[boba5551's solution](#)

**255.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[boba5551's solution](#)

**256.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-07-17 · last AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[boba5551's solution](#)

**257.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[boba5551's solution](#)

**258.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[boba5551's solution](#)

**259.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[boba5551's solution](#)

**260.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-09-29 · last AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[boba5551's solution](#)

**261.**

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[boba5551's solution](#)

**262.**

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[boba5551's solution](#)

**263.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[boba5551's solution](#)

**264.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[boba5551's solution](#)

**265.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[boba5551's solution](#)

**266.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[boba5551's solution](#)

**267.**

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[boba5551's solution](#)

**268.**

1602E

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

Rating: 2300 · first AC: 2021-10-31 · last AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[boba5551's solution](#)

**269.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[boba5551's solution](#)

**270.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[boba5551's solution](#)

**271.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[boba5551's solution](#)

**272.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[boba5551's solution](#)

**273.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[boba5551's solution](#)

**274.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[boba5551's solution](#)

**275.**

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths

[boba5551's solution](#)

**276.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[boba5551's solution](#)

**277.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · last AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[boba5551's solution](#)

**278.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2019-09-07 · last AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[boba5551's solution](#)

**279.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[boba5551's solution](#)

**280.**

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[boba5551's solution](#)

**281.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[boba5551's solution](#)

**282.**

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[boba5551's solution](#)

**283.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[boba5551's solution](#)

**284.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[boba5551's solution](#)

**285.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[boba5551's solution](#)

**286.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[boba5551's solution](#)

**287.**

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[boba5551's solution](#)

**288.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[boba5551's solution](#)

**289.**

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[boba5551's solution](#)

**290.**

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[boba5551's solution](#)

**291.**

1261D2

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

Rating: 2400 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[boba5551's solution](#)

**292.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[boba5551's solution](#)

**293.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[boba5551's solution](#)

**294.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[boba5551's solution](#)

**295.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[boba5551's solution](#)

**296.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[boba5551's solution](#)

**297.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[boba5551's solution](#)

**298.**

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[boba5551's solution](#)

**299.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[boba5551's solution](#)

**300.**

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[boba5551's solution](#)

**301.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · last AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[boba5551's solution](#)

### 302.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[boba5551's solution](#)

### 303.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy

[boba5551's solution](#)

### 304.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[boba5551's solution](#)

### 305.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[boba5551's solution](#)

### 306.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[boba5551's solution](#)

### 307.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[boba5551's solution](#)

### 308.

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[boba5551's solution](#)

### 309.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-18 · last AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[boba5551's solution](#)

### 310.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[boba5551's solution](#)

### 311.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2019-11-19 · last AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

dsu, graphs, shortest paths, trees

[boba5551's solution](#)

**312.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-11-02 · last AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[boba5551's solution](#)

**313.**

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[boba5551's solution](#)

**314.**

963D

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

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[boba5551's solution](#)

**315.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[boba5551's solution](#)

**316.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[boba5551's solution](#)

**317.**

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[boba5551's solution](#)

**318.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[boba5551's solution](#)

**319.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[boba5551's solution](#)

**320.**

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[boba5551's solution](#)

**321.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[boba5551's solution](#)

**322.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[boba5551's solution](#)

**323.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2019-11-07 · last AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[boba5551's solution](#)

**324.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[boba5551's solution](#)

**325.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[boba5551's solution](#)

**326.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[boba5551's solution](#)

**327.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[boba5551's solution](#)

**328.**

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[boba5551's solution](#)

**329.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2600 · first AC: 2019-09-04 · last AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[boba5551's solution](#)

**330.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[boba5551's solution](#)

**331.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-31 · last AC: 2016-12-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[boba5551's solution](#)

**332.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[boba5551's solution](#)

**333.**

1627F

[Not Splitting · Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[boba5551's solution](#)

**334.**

1366G

[Construct the String · Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[boba5551's solution](#)

**335.**

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[boba5551's solution](#)

**336.**

1260F

[Colored Tree · Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-12-27 · last AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[boba5551's solution](#)

**337.**

1254D

[Tree Queries · Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[boba5551's solution](#)

**338.**

383E

[Vowels · Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[boba5551's solution](#)

**339.**

1625E2

[Cats on the Upgrade \(hard version\) · Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[boba5551's solution](#)

**340.**

1615F

[LEGOnary Grandmaster · Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-01-01 · last AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[boba5551's solution](#)

**341.**

1322D

[Reality Show · Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[boba5551's solution](#)

**342.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp  
[boba5551's solution](#)

**343.**

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[boba5551's solution](#)

**344.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees  
[boba5551's solution](#)

**345.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[boba5551's solution](#)

**346.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory  
[boba5551's solution](#)

**347.**

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[boba5551's solution](#)

**348.**

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[boba5551's solution](#)