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Unique solved — bobby50792

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

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Count: 821

1.

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1864A

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6.

1787A

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7.

1783A

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8.

1758A

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9.

1746B

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10.

1746A

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1715A

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13.

1738A

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1720B

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15.

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16.

1734B

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17.

1734A

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18.

1712B

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19.

1712A

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20.

1728B

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21.

1728A

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22.

1713A

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23.

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24.

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25.

1709A

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26.

1706A

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27.

1705A

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28.

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29.

1716A

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30.

1701B

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31.

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32.

1699A

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33.

1698B

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36.

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39.

1689A

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41.

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42.

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43.

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44.

1684A

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45.

1680B

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46.

1680A

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47.

1670A

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48.

1671A

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49.

1672B

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50.

1672A

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51.

1661A

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52.

1665A

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53.

1658B

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54.

1658A

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55.

1656A

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56.

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57.

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58.

1654B

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59.

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61.

1647A

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62.

1651B

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63.

1651A

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64.

1649A

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65.

1644B

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66.

1644A

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67.

1635B

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68.

1635A

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69.

1638A

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70.

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71.

1633B

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72.

1633A

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74.

1634A

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75.

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76.

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78.

1626A

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79.

1627A

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80.

1625A

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81.

1621A

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82.

1616A

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83.

1623A

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84.

1622A

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85.

1620A

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86.

1611B

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87.

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88.

1614A

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89.

1612A

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90.

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91.

1605A

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92.

1586A

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93.

1598A

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94.

1594A

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- 95.**
1551B1
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- 96.**
1551A
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1720A
[Burenka Plays with Fractions](#) · [Tutorial](#)
Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[bobby50792's solution](#)
- 101.**
1726A
[Mainak and Array](#) · [Tutorial](#)
Quality: 36,553 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[bobby50792's solution](#)
- 102.**
1709B
[Also Try Minecraft](#) · [Tutorial](#)
Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation
[bobby50792's solution](#)
- 103.**
1705B
[Mark the Dust Sweeper](#) · [Tutorial](#)
Quality: 25,451 global accepts · Rating: 900 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[bobby50792's solution](#)
- 104.**
1699B
[Almost Ternary Matrix](#) · [Tutorial](#)
Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[bobby50792's solution](#)
- 105.**
1696B
[NIT Destroys the Universe](#) · [Tutorial](#)
Quality: 36,326 global accepts · Rating: 900 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[bobby50792's solution](#)

106.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bobby50792's solution](#)

107.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[bobby50792's solution](#)

108.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,169 global accepts · Rating: 900 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[bobby50792's solution](#)

109.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,900 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[bobby50792's solution](#)

110.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,997 global accepts · Rating: 900 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[bobby50792's solution](#)

111.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[bobby50792's solution](#)

112.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bobby50792's solution](#)

113.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bobby50792's solution](#)

114.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 900 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[bobby50792's solution](#)

115.

1876A

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

Quality: 34,921 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bobby50792's solution](#)

116.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[bobby50792's solution](#)

117.

1715B

[Beautiful Array · Tutorial](#)

Quality: 33,609 global accepts · Rating: 1000 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[bobby50792's solution](#)

118.

1713B

[Optimal Reduction · Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[bobby50792's solution](#)

119.

1721B

[Deadly Laser · Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[bobby50792's solution](#)

120.

1704B

[Luke is a Foodie · Tutorial](#)

Quality: 29,920 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[bobby50792's solution](#)

121.

1695B

[Circle Game · Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[bobby50792's solution](#)

122.

1691B

[Shoe Shuffling · Tutorial](#)

Quality: 35,314 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[bobby50792's solution](#)

123.

1671B

[Consecutive Points Segment · Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[bobby50792's solution](#)

124.

1632B

[Roof Construction · Tutorial](#)

Quality: 31,538 global accepts · Rating: 1000 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[bobby50792's solution](#)

125.

1634C

[OKEA · Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bobby50792's solution](#)

126.

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

[bobby50792's solution](#)

127.

1620B

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

Quality: 31,476 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[bobby50792's solution](#)

128.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[bobby50792's solution](#)

129.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bobby50792's solution](#)

130.

1614B

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

Quality: 29,031 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[bobby50792's solution](#)

131.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[bobby50792's solution](#)

132.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bobby50792's solution](#)

133.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[bobby50792's solution](#)

134.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[bobby50792's solution](#)

135.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[bobby50792's solution](#)

136.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[bobby50792's solution](#)

137.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[bobby50792's solution](#)

138.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[bobby50792's solution](#)

139.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bobby50792's solution](#)

140.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[bobby50792's solution](#)

141.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[bobby50792's solution](#)

142.

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[bobby50792's solution](#)

143.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[bobby50792's solution](#)

144.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[bobby50792's solution](#)

145.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[bobby50792's solution](#)

146.

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[bobby50792's solution](#)

147.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[bobby50792's solution](#)

148.

1637B

[MEX and Array](#) · [Tutorial](#)

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

[bobby50792's solution](#)

149.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[bobby50792's solution](#)

150.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[bobby50792's solution](#)

151.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[bobby50792's solution](#)

152.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[bobby50792's solution](#)

153.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[bobby50792's solution](#)

154.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[bobby50792's solution](#)

155.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-03 · last AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[bobby50792's solution](#)

156.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[bobby50792's solution](#)

157.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[bobby50792's solution](#)

158.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[bobby50792's solution](#)

159.

1738B

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

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[bobby50792's solution](#)

160.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[bobby50792's solution](#)

161.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings
[bobby50792's solution](#)

162.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,633 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[bobby50792's solution](#)

163.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math
[bobby50792's solution](#)

164.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,793 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[bobby50792's solution](#)

165.

1679B

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

Quality: 27,433 global accepts · Rating: 1200 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[bobby50792's solution](#)

166.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[bobby50792's solution](#)

167.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,389 global accepts · Rating: 1200 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
[bobby50792's solution](#)

168.

1656C

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

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

[bobby50792's solution](#)

169.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bobby50792's solution](#)

170.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[bobby50792's solution](#)

171.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[bobby50792's solution](#)

172.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[bobby50792's solution](#)

173.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,134 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bobby50792's solution](#)

174.

1637C

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

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

[bobby50792's solution](#)

175.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[bobby50792's solution](#)

176.

1586B

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

Rating: 1200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[bobby50792's solution](#)

177.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[bobby50792's solution](#)

178.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,341 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[bobby50792's solution](#)

179.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[bobby50792's solution](#)

180.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[bobby50792's solution](#)

181.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[bobby50792's solution](#)

182.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[bobby50792's solution](#)

183.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[bobby50792's solution](#)

184.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[bobby50792's solution](#)

185.

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[bobby50792's solution](#)

186.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[bobby50792's solution](#)

187.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[bobby50792's solution](#)

188.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[bobby50792's solution](#)

189.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[bobby50792's solution](#)

190.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[bobby50792's solution](#)

191.

1693A

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

Quality: 17,438 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[bobby50792's solution](#)

192.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[bobby50792's solution](#)

193.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[bobby50792's solution](#)

194.

1650D

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

Quality: 14,703 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[bobby50792's solution](#)

195.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[bobby50792's solution](#)

196.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[bobby50792's solution](#)

197.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math
[bobby50792's solution](#)

198.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[bobby50792's solution](#)

199.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,808 global accepts · Rating: 1300 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[bobby50792's solution](#)

200.

1594E1

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201.

1896C

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202.

1887A1

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203.

1866B

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204.

1824A

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205.

1758C

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206.

1733D1

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207.

1728C

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1721C

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209.

1706C

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1705C

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211.

1701C

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212.

1696C

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213.

1697C

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1691C

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1679C

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1670C

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1654C

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1648A

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1644C

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1634B

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1629C

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1627C

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1817A

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1732D1

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1737C

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1710A

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1621B

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1616C

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1787C

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1753B

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1707A

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1689C

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1687A

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1677A

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1665C

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1709D

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1700C

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1684D

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1497E1

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1644D

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285.

1629D

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294.

2006B

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296.

1824B1

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1801B

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298.

724C

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299.

1758D

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300.

1732C1

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301.

1720D1

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302.

1718A1

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1734D

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1728D

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1713D

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1721D

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1709C

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1705D

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309.

1691D

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1648B

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311.

1635D

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312.

1637D

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1631D

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Rating: 1800 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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220B

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1617D1

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1620C

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Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[bobby50792's solution](#)

317.

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318.

1611F

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173B

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320.

1887A2

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Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[bobby50792's solution](#)

321.

1887B

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Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

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322.

1866C

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1817B

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1819B

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325.

1801C

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326.

1785B

[Letter Exchange](#) · [Tutorial](#)

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327.

1787D

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328.

1613D

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1746D

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330.

1717D

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331.

1715D

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1738D

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333.

1718A2

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334.

1704D

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335.

1707B

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336.

1701D

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337.

1696D

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338.

1700D

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Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

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339.

1697D

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Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[bobby50792's solution](#)

340.

1689D

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341.

1679D

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342.

1677C

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343.

1661D

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Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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344.

1656D

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345.

1647D

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Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

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346.

1650E

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347.

1651D

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348.

1648C

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349.

1649E

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Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

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350.

1644E

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Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

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351.

1624G

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352.

1627D

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Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

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353.

1591D

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354.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

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355.

1611E2

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356.

1943B

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Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

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357.

730I

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358.

1889C1

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Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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359.

1783D

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Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

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360.

1725C

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Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

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361.

1741F

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Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

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362.

1744F

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Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

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363.

1753C

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364.

1733D2

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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365.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[bobby50792's solution](#)

366.

1712D

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Quality: 5,105 global accepts · Rating: 2000 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

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367.

1726D

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[bobby50792's solution](#)

368.

1716D

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Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[bobby50792's solution](#)

369.

1716C

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[bobby50792's solution](#)

370.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[bobby50792's solution](#)

371.

1682D

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[bobby50792's solution](#)

372.

1685B

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Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

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373.

1680E

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Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[bobby50792's solution](#)

374.

1672F1

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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375.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[bobby50792's solution](#)

376.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[bobby50792's solution](#)

377.

1641B

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Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[bobby50792's solution](#)

378.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[bobby50792's solution](#)

379.

1632D

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Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy,

math, number theory, two pointers

[bobby50792's solution](#)

380.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[bobby50792's solution](#)

381.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[bobby50792's solution](#)

382.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

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383.

920F

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Quality: 8,601 global accepts · Rating: 2000 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[bobby50792's solution](#)

384.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[bobby50792's solution](#)

385.

1622D

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Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[bobby50792's solution](#)

386.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[bobby50792's solution](#)

387.

1619F

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Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[bobby50792's solution](#)

388.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[bobby50792's solution](#)

389.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[bobby50792's solution](#)

390.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[bobby50792's solution](#)

391.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[bobby50792's solution](#)

392.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[bobby50792's solution](#)

393.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[bobby50792's solution](#)

394.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[bobby50792's solution](#)

395.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[bobby50792's solution](#)

396.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[bobby50792's solution](#)

397.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[bobby50792's solution](#)

398.

1876C

[Autosynthesis](#) · [Tutorial](#)

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

[bobby50792's solution](#)

399.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[bobby50792's solution](#)

400.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[bobby50792's solution](#)

401.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[bobby50792's solution](#)

402.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[bobby50792's solution](#)

403.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[bobby50792's solution](#)

404.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[bobby50792's solution](#)

405.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[bobby50792's solution](#)

406.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[bobby50792's solution](#)

407.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[bobby50792's solution](#)

408.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, sortings

[bobby50792's solution](#)

409.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[bobby50792's solution](#)

410.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[bobby50792's solution](#)

411.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[bobby50792's solution](#)

412.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[bobby50792's solution](#)

413.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-20 · last AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[bobby50792's solution](#)

414.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[bobby50792's solution](#)

415.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[bobby50792's solution](#)

416.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[bobby50792's solution](#)

417.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[bobby50792's solution](#)

418.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[bobby50792's solution](#)

419.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[bobby50792's solution](#)

420.

1629F1

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

Rating: 2100 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[bobby50792's solution](#)

421.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[bobby50792's solution](#)

422.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[bobby50792's solution](#)

423.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[bobby50792's solution](#)

424.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[bobby50792's solution](#)

425.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[bobby50792's solution](#)

426.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[bobby50792's solution](#)

427.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[bobby50792's solution](#)

428.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[bobby50792's solution](#)

429.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[bobby50792's solution](#)

430.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[bobby50792's solution](#)

431.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[bobby50792's solution](#)

432.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[bobby50792's solution](#)

433.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[bobby50792's solution](#)

434.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-22 · last AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[bobby50792's solution](#)

435.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[bobby50792's solution](#)

436.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[bobby50792's solution](#)

437.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[bobby50792's solution](#)

438.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-24 · last AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[bobby50792's solution](#)

439.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[bobby50792's solution](#)

440.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[bobby50792's solution](#)

441.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[bobby50792's solution](#)

442.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[bobby50792's solution](#)

443.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[bobby50792's solution](#)

444.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[bobby50792's solution](#)

445.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[bobby50792's solution](#)

446.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[bobby50792's solution](#)

447.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[bobby50792's solution](#)

448.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[bobby50792's solution](#)

449.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bobby50792's solution](#)

450.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[bobby50792's solution](#)

451.

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bobby50792's solution](#)

452.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[bobby50792's solution](#)

453.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[bobby50792's solution](#)

454.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[bobby50792's solution](#)

455.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[bobby50792's solution](#)

456.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[bobby50792's solution](#)

457.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · last AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[bobby50792's solution](#)

458.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, games

[bobby50792's solution](#)

459.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[bobby50792's solution](#)

460.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[bobby50792's solution](#)

461.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[bobby50792's solution](#)

462.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,567 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[bobby50792's solution](#)

463.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[bobby50792's solution](#)

464.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[bobby50792's solution](#)

465.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[bobby50792's solution](#)

466.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[bobby50792's solution](#)

467.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[bobby50792's solution](#)

468.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[bobby50792's solution](#)

469.

1610E

[AmShZ and G.O.A.T. · Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[bobby50792's solution](#)

470.

1743F

[Intersection and Union · Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[bobby50792's solution](#)

471.

1738E

[Balance Addicts · Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[bobby50792's solution](#)

472.

1712E1

[LCM Sum \(easy version\) · Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[bobby50792's solution](#)

473.

1728E

[Red-Black Pepper · Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[bobby50792's solution](#)

474.

1706E

[Qpwoeirut and Vertices · Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[bobby50792's solution](#)

475.

1705E

[Mark and Professor Koro · Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[bobby50792's solution](#)

476.

1699D

[Almost Triple Deletions · Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[bobby50792's solution](#)

477.

1698E

[PermutationForces II · Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[bobby50792's solution](#)

478.

1695D2

[Tree Queries \(Hard Version\) · Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[bobby50792's solution](#)

479.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[bobby50792's solution](#)

480.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[bobby50792's solution](#)

481.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[bobby50792's solution](#)

482.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[bobby50792's solution](#)

483.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[bobby50792's solution](#)

484.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[bobby50792's solution](#)

485.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[bobby50792's solution](#)

486.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[bobby50792's solution](#)

487.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[bobby50792's solution](#)

488.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bobby50792's solution](#)

489.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[bobby50792's solution](#)

490.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[bobby50792's solution](#)

491.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[bobby50792's solution](#)

492.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[bobby50792's solution](#)

493.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[bobby50792's solution](#)

494.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[bobby50792's solution](#)

495.

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy

[bobby50792's solution](#)

496.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[bobby50792's solution](#)

497.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[bobby50792's solution](#)

498.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[bobby50792's solution](#)

499.

1943D1

[Counting Is Fun \(Easy Version\) · Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[bobby50792's solution](#)

500.

865D

[Buy Low Sell High · Tutorial](#)

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[bobby50792's solution](#)

501.

1009G

[Allowed Letters · Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[bobby50792's solution](#)

502.

1082G

[Petya and Graph · Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[bobby50792's solution](#)

503.

916E

[Jamie and Tree · Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[bobby50792's solution](#)

504.

1887C

[Minimum Array · Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[bobby50792's solution](#)

505.

1874B

[Jellyfish and Math · Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
[bobby50792's solution](#)

506.

1868C

[Travel Plan · Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees
[bobby50792's solution](#)

507.

1866M

[Mighty Rock Tower · Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[bobby50792's solution](#)

508.

1866L

[Lihmuf Balling · Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[bobby50792's solution](#)

509.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[bobby50792's solution](#)

510.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[bobby50792's solution](#)

511.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[bobby50792's solution](#)

512.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[bobby50792's solution](#)

513.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[bobby50792's solution](#)

514.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[bobby50792's solution](#)

515.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bobby50792's solution](#)

516.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[bobby50792's solution](#)

517.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[bobby50792's solution](#)

518.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[bobby50792's solution](#)

519.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[bobby50792's solution](#)

520.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[bobby50792's solution](#)

521.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[bobby50792's solution](#)

522.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[bobby50792's solution](#)

523.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[bobby50792's solution](#)

524.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[bobby50792's solution](#)

525.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[bobby50792's solution](#)

526.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[bobby50792's solution](#)

527.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[bobby50792's solution](#)

528.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[bobby50792's solution](#)

529.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[bobby50792's solution](#)

530.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[bobby50792's solution](#)

531.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[bobby50792's solution](#)

532.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[bobby50792's solution](#)

533.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[bobby50792's solution](#)

534.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[bobby50792's solution](#)

535.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[bobby50792's solution](#)

536.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[bobby50792's solution](#)

537.

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[bobby50792's solution](#)

538.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-07 · last AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[bobby50792's solution](#)

539.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[bobby50792's solution](#)

540.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[bobby50792's solution](#)

541.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[bobby50792's solution](#)

542.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[bobby50792's solution](#)

543.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[bobby50792's solution](#)

544.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[bobby50792's solution](#)

545.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[bobby50792's solution](#)

546.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[bobby50792's solution](#)

547.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[bobby50792's solution](#)

548.

1629F2

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

Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[bobby50792's solution](#)

549.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[bobby50792's solution](#)

550.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[bobby50792's solution](#)

551.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[bobby50792's solution](#)

552.

1591E

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

Rating: 2400 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[bobby50792's solution](#)

553.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-22 · last AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[bobby50792's solution](#)

554.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[bobby50792's solution](#)

555.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[bobby50792's solution](#)

556.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[bobby50792's solution](#)

557.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[bobby50792's solution](#)

558.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[bobby50792's solution](#)

559.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[bobby50792's solution](#)

560.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[bobby50792's solution](#)

561.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[bobby50792's solution](#)

562.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[bobby50792's solution](#)

563.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[bobby50792's solution](#)

564.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy
[bobby50792's solution](#)

565.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[bobby50792's solution](#)

566.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[bobby50792's solution](#)

567.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[bobby50792's solution](#)

568.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[bobby50792's solution](#)

569.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[bobby50792's solution](#)

570.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[bobby50792's solution](#)

571.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[bobby50792's solution](#)

572.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[bobby50792's solution](#)

573.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[bobby50792's solution](#)

574.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[bobby50792's solution](#)

575.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[bobby50792's solution](#)

576.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[bobby50792's solution](#)

577.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[bobby50792's solution](#)

578.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[bobby50792's solution](#)

579.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[bobby50792's solution](#)

580.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[bobby50792's solution](#)

581.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[bobby50792's solution](#)

582.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2022-09-26 · last AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[bobby50792's solution](#)

583.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[bobby50792's solution](#)

584.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[bobby50792's solution](#)

585.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-28 · last AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[bobby50792's solution](#)

586.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[bobby50792's solution](#)

587.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[bobby50792's solution](#)

588.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[bobby50792's solution](#)

589.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[bobby50792's solution](#)

590.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[bobby50792's solution](#)

591.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,572 global accepts · Rating: 2500 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[bobby50792's solution](#)

592.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[bobby50792's solution](#)

593.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[bobby50792's solution](#)

594.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[bobby50792's solution](#)

595.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[bobby50792's solution](#)

596.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[bobby50792's solution](#)

597.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[bobby50792's solution](#)

598.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[bobby50792's solution](#)

599.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[bobby50792's solution](#)

600.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[bobby50792's solution](#)

601.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy

[bobby50792's solution](#)

602.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[bobby50792's solution](#)

603.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[bobby50792's solution](#)

604.

1625E1

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

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[bobby50792's solution](#)

605.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[bobby50792's solution](#)

606.

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[bobby50792's solution](#)

607.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[bobby50792's solution](#)

608.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy

[bobby50792's solution](#)

609.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2024-02-06 · last AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[bobby50792's solution](#)

610.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[bobby50792's solution](#)

611.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[bobby50792's solution](#)

612.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[bobby50792's solution](#)

613.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[bobby50792's solution](#)

614.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2023-01-11 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[bobby50792's solution](#)

615.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[bobby50792's solution](#)

616.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[bobby50792's solution](#)

617.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[bobby50792's solution](#)

618.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[bobby50792's solution](#)

619.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[bobby50792's solution](#)

620.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees
[bobby50792's solution](#)

621.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[bobby50792's solution](#)

622.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees
[bobby50792's solution](#)

623.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[bobby50792's solution](#)

624.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[bobby50792's solution](#)

625.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings
[bobby50792's solution](#)

626.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games
[bobby50792's solution](#)

627.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-11 · last AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[bobby50792's solution](#)

628.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[bobby50792's solution](#)

629.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[bobby50792's solution](#)

630.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[bobby50792's solution](#)

631.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[bobby50792's solution](#)

632.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[bobby50792's solution](#)

633.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-27 · last AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths
[bobby50792's solution](#)

634.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers
[bobby50792's solution](#)

635.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees
[bobby50792's solution](#)

636.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
[bobby50792's solution](#)

637.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[bobby50792's solution](#)

638.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[bobby50792's solution](#)

639.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[bobby50792's solution](#)

640.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math
[bobby50792's solution](#)

641.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[bobby50792's solution](#)

642.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[bobby50792's solution](#)

643.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[bobby50792's solution](#)

644.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, strings
[bobby50792's solution](#)

645.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math
[bobby50792's solution](#)

646.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[bobby50792's solution](#)

647.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
[bobby50792's solution](#)

648.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry
[bobby50792's solution](#)

649.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · last AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[bobby50792's solution](#)

650.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2700 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[bobby50792's solution](#)

651.

132E

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

Quality: 569 global accepts · Rating: 2700 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[bobby50792's solution](#)

652.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[bobby50792's solution](#)

653.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[bobby50792's solution](#)

654.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[bobby50792's solution](#)

655.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation

[bobby50792's solution](#)

656.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[bobby50792's solution](#)

657.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[bobby50792's solution](#)

658.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[bobby50792's solution](#)

659.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[bobby50792's solution](#)

660.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[bobby50792's solution](#)

661.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[bobby50792's solution](#)

662.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[bobby50792's solution](#)

663.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp

[bobby50792's solution](#)

664.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[bobby50792's solution](#)

665.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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666.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[bobby50792's solution](#)

667.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[bobby50792's solution](#)

668.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat

[bobby50792's solution](#)

669.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[bobby50792's solution](#)

670.

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[bobby50792's solution](#)

671.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[bobby50792's solution](#)

672.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[bobby50792's solution](#)

673.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[bobby50792's solution](#)

674.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[bobby50792's solution](#)

675.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[bobby50792's solution](#)

676.

1617E

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

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[bobby50792's solution](#)

677.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[bobby50792's solution](#)

678.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[bobby50792's solution](#)

679.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[bobby50792's solution](#)

680.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[bobby50792's solution](#)

681.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[bobby50792's solution](#)

682.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[bobby50792's solution](#)

683.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[bobby50792's solution](#)

684.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[bobby50792's solution](#)

685.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[bobby50792's solution](#)

686.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu, trees

[bobby50792's solution](#)

687.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory

[bobby50792's solution](#)

688.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[bobby50792's solution](#)

689.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities
[bobby50792's solution](#)

690.

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive
[bobby50792's solution](#)

691.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-07-13 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[bobby50792's solution](#)

692.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[bobby50792's solution](#)

693.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[bobby50792's solution](#)

694.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[bobby50792's solution](#)

695.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[bobby50792's solution](#)

696.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[bobby50792's solution](#)

697.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, trees
[bobby50792's solution](#)

698.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer,

dp, implementation, shortest paths

[bobby50792's solution](#)

699.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[bobby50792's solution](#)

700.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bobby50792's solution](#)

701.

1625E2

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

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[bobby50792's solution](#)

702.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[bobby50792's solution](#)

703.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[bobby50792's solution](#)

704.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[bobby50792's solution](#)

705.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[bobby50792's solution](#)

706.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[bobby50792's solution](#)

707.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2023-10-13 · last AC: 2024-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[bobby50792's solution](#)

708.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[bobby50792's solution](#)

709.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: flows

[bobby50792's solution](#)

710.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows

[bobby50792's solution](#)

711.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[bobby50792's solution](#)

712.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[bobby50792's solution](#)

713.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2022-05-02 · last AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[bobby50792's solution](#)

714.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[bobby50792's solution](#)

715.

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[bobby50792's solution](#)

716.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[bobby50792's solution](#)

717.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy

[bobby50792's solution](#)

718.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[bobby50792's solution](#)

719.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[bobby50792's solution](#)

720.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[bobby50792's solution](#)

721.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-20 · last AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math
[bobby50792's solution](#)

722.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[bobby50792's solution](#)

723.

1668F

[Edge Elimination](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[bobby50792's solution](#)

724.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[bobby50792's solution](#)

725.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[bobby50792's solution](#)

726.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees
[bobby50792's solution](#)

727.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy
[bobby50792's solution](#)

728.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory
[bobby50792's solution](#)

729.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-11-21 · last AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[bobby50792's solution](#)

730.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[bobby50792's solution](#)

731.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[bobby50792's solution](#)

732.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[bobby50792's solution](#)

733.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[bobby50792's solution](#)

734.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[bobby50792's solution](#)

735.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[bobby50792's solution](#)

736.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[bobby50792's solution](#)

737.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bobby50792's solution](#)

738.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[bobby50792's solution](#)

739.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[bobby50792's solution](#)

740.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees
[bobby50792's solution](#)

741.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[bobby50792's solution](#)

742.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[bobby50792's solution](#)

743.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[bobby50792's solution](#)

744.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures
[bobby50792's solution](#)

745.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[bobby50792's solution](#)

746.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[bobby50792's solution](#)

747.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[bobby50792's solution](#)

748.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[bobby50792's solution](#)

749.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math
[bobby50792's solution](#)

750.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, matrices
[bobby50792's solution](#)

751.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[bobby50792's solution](#)

752.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy
[bobby50792's solution](#)

753.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation
[bobby50792's solution](#)

754.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, games
[bobby50792's solution](#)

755.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-02-13 · last AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[bobby50792's solution](#)

756.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[bobby50792's solution](#)

757.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[bobby50792's solution](#)

758.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers
[bobby50792's solution](#)

759.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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760.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[bobby50792's solution](#)

761.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[bobby50792's solution](#)

762.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bobby50792's solution](#)

763.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[bobby50792's solution](#)

764.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[bobby50792's solution](#)

765.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[bobby50792's solution](#)

766.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, trees

[bobby50792's solution](#)

767.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, strings

[bobby50792's solution](#)

768.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[bobby50792's solution](#)

769.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[bobby50792's solution](#)

770.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-04-07 · last AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[bobby50792's solution](#)

771.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[bobby50792's solution](#)

772.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[bobby50792's solution](#)

773.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[bobby50792's solution](#)

774.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[bobby50792's solution](#)

775.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[bobby50792's solution](#)

776.

737E

[Tanya is 5!](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3300 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, graphs, greedy, schedules

[bobby50792's solution](#)

777.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bobby50792's solution](#)

778.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry

[bobby50792's solution](#)

779.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[bobby50792's solution](#)

780.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[bobby50792's solution](#)

781.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[bobby50792's solution](#)

782.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2022-01-15 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bobby50792's solution](#)

783.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[bobby50792's solution](#)

784.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[bobby50792's solution](#)

785.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[bobby50792's solution](#)

786.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math

[bobby50792's solution](#)

787.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory

[bobby50792's solution](#)

788.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[bobby50792's solution](#)

789.

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2023-10-09 · last AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[bobby50792's solution](#)

790.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bobby50792's solution](#)

791.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[bobby50792's solution](#)

792.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[bobby50792's solution](#)

793.

1349F2

[Slime and Sequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math

[bobby50792's solution](#)

794.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[bobby50792's solution](#)

795.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[bobby50792's solution](#)

796.

1161F

[Zigzag Game](#) · [Tutorial](#)

Rating: 3500 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive

[bobby50792's solution](#)

797.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobby50792's solution](#)

798.

1098F

[AbÖgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[bobby50792's solution](#)

799.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bobby50792's solution](#)

800.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[bobby50792's solution](#)

801.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[bobby50792's solution](#)

802.

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[bobby50792's solution](#)

803.

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bobby50792's solution](#)

804.

102538G

[Giant Penguin](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobby50792's solution](#)

805.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-04 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[bobby50792's solution](#)

806.

102586D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-20 · last AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[bobby50792's solution](#)

807.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[bobby50792's solution](#)

808.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[bobby50792's solution](#)

809.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[bobby50792's solution](#)

810.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[bobby50792's solution](#)

811.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
[bobby50792's solution](#)

812.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[bobby50792's solution](#)

813.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[bobby50792's solution](#)

814.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[bobby50792's solution](#)

815.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings
[bobby50792's solution](#)

816.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms
[bobby50792's solution](#)

817.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dp, math
[bobby50792's solution](#)

818.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[bobby50792's solution](#)

819.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, divide and conquer, implementation, math
[bobby50792's solution](#)

820.

1663C

[P Ö: Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math
[bobby50792's solution](#)

821.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, trees
[bobby50792's solution](#)