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# Unique solved — brown toad

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Count: 928

- 1.**  
1786A1  
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- 2.**  
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- 3.**  
1513A  
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- 4.**  
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- 5.**  
1656A  
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- 6.**  
1651A  
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Quality: 26,664 global accepts · Rating: 800 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
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- 7.**  
1913A  
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- 8.**  
1884A  
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- 9.**  
629A  
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**10.**

2035A

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2002A

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1968A

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**14.**

1997A

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**15.**

1983A

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**16.**

1984A

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**17.**

1979A

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**18.**

1975A

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**19.**

1957A

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**20.**

1654A

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1923A

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1928A

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1905A

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1920A

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1919A

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1886A

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1882A

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**31.**

1825A

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**32.**

1867A

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**33.**

1859A

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**34.**

1853A

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**35.**

1842A

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**36.**

1838A

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**37.**

1821A

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**38.**

1797A

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**39.**

1805B

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1805A

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1806A

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**42.**

1804A

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**43.**

486A

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1796A

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**45.**

1778A

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**46.**

1780A

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**47.**

1792A

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**48.**

1777A

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**49.**

1783A

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**50.**

1746B

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**51.**

1746A

[Maxmina](#) · [Tutorial](#)

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**52.**

1665A

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**53.**

1684B

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1698A

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**55.**

1712B

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**56.**

1712A

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1703C

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**58.**

1703A

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**59.**

1703B

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**60.**

1706A

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**61.**

1688A

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**62.**

1688B

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231A

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**65.**

71A

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**66.**

1635B

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1635A

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**68.**

1637A

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**69.**

1634A

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**70.**

1629B

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1629A

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**72.**

1627A

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**73.**

1623A

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**74.**

1605A

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**75.**

1556A

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**76.**

1506A

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**77.**

1484A

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**78.**

1501A

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**79.**

1491A

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**80.**

1457A

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**81.**

1438A

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**82.**

1421A

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**83.**

1428A

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**84.**

1408A

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**85.**

1391B

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**86.**

1391A

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**87.**

1393A

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**88.**

1281A

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**89.**

1372A

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**90.**

1358A

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**91.**

1360B

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**92.**

1360A

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**93.**

1323A

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**94.**

1304A

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**95.**

1301A

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**96.**

1300A

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**97.**

1287A

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**98.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[brown\\_toad's solution](#)

**99.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[brown\\_toad's solution](#)

**100.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[brown\\_toad's solution](#)

**101.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[brown\\_toad's solution](#)

**102.**

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math  
[brown\\_toad's solution](#)

**103.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
[brown\\_toad's solution](#)

**104.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[brown\\_toad's solution](#)

**105.**

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[brown\\_toad's solution](#)

**106.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[brown\\_toad's solution](#)

**107.**

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[brown\\_toad's solution](#)

**108.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[brown\\_toad's solution](#)

**109.**

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[brown\\_toad's solution](#)

**110.**

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[brown\\_toad's solution](#)

**111.**

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[brown\\_toad's solution](#)

**112.**

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[brown\\_toad's solution](#)

**113.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
[brown\\_toad's solution](#)

**114.**

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[brown\\_toad's solution](#)

**115.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[brown\\_toad's solution](#)

**116.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[brown\\_toad's solution](#)

**117.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,078 global accepts · Rating: 800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[brown\\_toad's solution](#)

**118.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,028 global accepts · Rating: 800 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[brown\\_toad's solution](#)

**119.**

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**120.**

1003A

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

Quality: 29,986 global accepts · Rating: 800 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**121.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,310 global accepts · Rating: 800 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**122.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,129 global accepts · Rating: 800 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**123.**

977A

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

Quality: 217,541 global accepts · Rating: 800 · first AC: 2019-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**124.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[brown\\_toad's solution](#)

**125.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[brown\\_toad's solution](#)

**126.**

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[brown\\_toad's solution](#)

**127.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**128.**

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[brown\\_toad's solution](#)

**129.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,044 global accepts · Rating: 800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[brown\\_toad's solution](#)

**130.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**131.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[brown\\_toad's solution](#)

**132.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[brown\\_toad's solution](#)

**133.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**134.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[brown\\_toad's solution](#)

**135.**

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[brown\\_toad's solution](#)

**136.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[brown\\_toad's solution](#)

**137.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[brown\\_toad's solution](#)

**138.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[brown\\_toad's solution](#)

**139.**

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[brown\\_toad's solution](#)

**140.**

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[brown\\_toad's solution](#)

**141.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[brown\\_toad's solution](#)

**142.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[brown\\_toad's solution](#)

**143.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[brown\\_toad's solution](#)

**144.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[brown\\_toad's solution](#)

**145.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[brown\\_toad's solution](#)

**146.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[brown\\_toad's solution](#)

**147.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[brown\\_toad's solution](#)

**148.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**149.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[brown\\_toad's solution](#)

**150.**

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[brown\\_toad's solution](#)

**151.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[brown\\_toad's solution](#)

**152.**

1282A

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

Quality: 15,502 global accepts · Rating: 900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[brown\\_toad's solution](#)

**153.**

1291A

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

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[brown\\_toad's solution](#)

**154.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[brown\\_toad's solution](#)

**155.**

1247A

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

Rating: 900 · first AC: 2019-10-26 · last AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[brown\\_toad's solution](#)

**156.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[brown\\_toad's solution](#)

**157.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,681 global accepts · Rating: 900 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[brown\\_toad's solution](#)

**158.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[brown\\_toad's solution](#)

**159.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**160.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,798 global accepts · Rating: 900 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[brown\\_toad's solution](#)

**161.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[brown\\_toad's solution](#)

**162.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[brown\\_toad's solution](#)

**163.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[brown\\_toad's solution](#)

**164.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[brown\\_toad's solution](#)

**165.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,512 global accepts · Rating: 900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[brown\\_toad's solution](#)

**166.**

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[brown\\_toad's solution](#)

**167.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[brown\\_toad's solution](#)

**168.**

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**169.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**170.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[brown\\_toad's solution](#)

**171.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[brown\\_toad's solution](#)

**172.**

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[brown\\_toad's solution](#)

**173.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[brown\\_toad's solution](#)

**174.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[brown\\_toad's solution](#)

**175.**

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[brown\\_toad's solution](#)

**176.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1000 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[brown\\_toad's solution](#)

**177.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[brown\\_toad's solution](#)

**178.**

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[brown\\_toad's solution](#)

**179.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[brown\\_toad's solution](#)

**180.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[brown\\_toad's solution](#)

**181.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[brown\\_toad's solution](#)

**182.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[brown\\_toad's solution](#)

**183.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[brown\\_toad's solution](#)

**184.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[brown\\_toad's solution](#)

**185.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[brown\\_toad's solution](#)

**186.**

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,643 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[brown\\_toad's solution](#)

**187.**

1438B

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

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[brown\\_toad's solution](#)

**188.**

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[brown\\_toad's solution](#)

**189.**

1395A

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

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[brown\\_toad's solution](#)

**190.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[brown\\_toad's solution](#)

**191.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[brown\\_toad's solution](#)

**192.**

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[brown\\_toad's solution](#)

**193.**

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[brown\\_toad's solution](#)

**194.**

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[brown\\_toad's solution](#)

**195.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: math  
[brown\\_toad's solution](#)

**196.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[brown\\_toad's solution](#)

**197.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[brown\\_toad's solution](#)

**198.**

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[brown\\_toad's solution](#)

**199.**

1247B1

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

Rating: 1000 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[brown\\_toad's solution](#)

**200.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[brown\\_toad's solution](#)

**201.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[brown\\_toad's solution](#)

**202.**

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[brown\\_toad's solution](#)

**203.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[brown\\_toad's solution](#)

**204.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[brown\\_toad's solution](#)

**205.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[brown\\_toad's solution](#)

**206.**

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**207.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[brown\\_toad's solution](#)

**208.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[brown\\_toad's solution](#)

**209.**

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**210.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,869 global accepts · Rating: 1100 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[brown\\_toad's solution](#)

**211.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[brown\\_toad's solution](#)

**212.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[brown\\_toad's solution](#)

**213.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[brown\\_toad's solution](#)

**214.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[brown\\_toad's solution](#)

**215.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[brown\\_toad's solution](#)

## 216.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[brown\\_toad's solution](#)

## 217.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[brown\\_toad's solution](#)

## 218.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[brown\\_toad's solution](#)

## 219.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[brown\\_toad's solution](#)

## 220.

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[brown\\_toad's solution](#)

## 221.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[brown\\_toad's solution](#)

## 222.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[brown\\_toad's solution](#)

## 223.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[brown\\_toad's solution](#)

## 224.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[brown\\_toad's solution](#)

## 225.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings

[brown\\_toad's solution](#)

**226.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[brown\\_toad's solution](#)

**227.**

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,418 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[brown\\_toad's solution](#)

**228.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[brown\\_toad's solution](#)

**229.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math  
[brown\\_toad's solution](#)

**230.**

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  
[brown\\_toad's solution](#)

**231.**

1506B

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

Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[brown\\_toad's solution](#)

**232.**

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[brown\\_toad's solution](#)

**233.**

1421B

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

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[brown\\_toad's solution](#)

**234.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings  
[brown\\_toad's solution](#)

**235.**

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[brown\\_toad's solution](#)

**236.**

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[brown\\_toad's solution](#)

**237.**

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[brown\\_toad's solution](#)

**238.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings  
[brown\\_toad's solution](#)

**239.**

1085B

[Div Times Mod](#) · [Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: math  
[brown\\_toad's solution](#)

**240.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,518 global accepts · Rating: 1100 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation  
[brown\\_toad's solution](#)

**241.**

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings  
[brown\\_toad's solution](#)

**242.**

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[brown\\_toad's solution](#)

**243.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math  
[brown\\_toad's solution](#)

**244.**

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[brown\\_toad's solution](#)

**245.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[brown\\_toad's solution](#)

**246.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,559 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[brown\\_toad's solution](#)

**247.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[brown\\_toad's solution](#)

**248.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2019-08-16 · last AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory  
[brown\\_toad's solution](#)

**249.**

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths  
[brown\\_toad's solution](#)

**250.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2019-08-12 · last AC: 2019-08-12 · PHP (first AC) · Tags: brute force, implementation  
[brown\\_toad's solution](#)

**251.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[brown\\_toad's solution](#)

**252.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[brown\\_toad's solution](#)

**253.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[brown\\_toad's solution](#)

**254.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,572 global accepts · Rating: 1200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks  
[brown\\_toad's solution](#)

**255.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[brown\\_toad's solution](#)

**256.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings  
[brown\\_toad's solution](#)

**257.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,488 global accepts · Rating: 1200 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[brown\\_toad's solution](#)

**258.**

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[brown\\_toad's solution](#)

**259.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[brown\\_toad's solution](#)

**260.**

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[brown\\_toad's solution](#)

**261.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[brown\\_toad's solution](#)

**262.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[brown\\_toad's solution](#)

**263.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[brown\\_toad's solution](#)

**264.**

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[brown\\_toad's solution](#)

**265.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[brown\\_toad's solution](#)

**266.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,417 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[brown\\_toad's solution](#)

**267.**

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[brown\\_toad's solution](#)

**268.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[brown\\_toad's solution](#)

**269.**

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[brown\\_toad's solution](#)

**270.**

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[brown\\_toad's solution](#)

**271.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[brown\\_toad's solution](#)

**272.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[brown\\_toad's solution](#)

**273.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math  
[brown\\_toad's solution](#)

**274.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[brown\\_toad's solution](#)

**275.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[brown\\_toad's solution](#)

**276.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[brown\\_toad's solution](#)

**277.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[brown\\_toad's solution](#)

**278.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[brown\\_toad's solution](#)

**279.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[brown\\_toad's solution](#)

**280.**

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[brown\\_toad's solution](#)

**281.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[brown\\_toad's solution](#)

**282.**

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[brown\\_toad's solution](#)

**283.**

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[brown\\_toad's solution](#)

**284.**

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,298 global accepts · Rating: 1200 · first AC: 2019-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[brown\\_toad's solution](#)

**285.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[brown\\_toad's solution](#)

**286.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: brute force, two pointers

[brown\\_toad's solution](#)

**287.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[brown\\_toad's solution](#)

**288.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[brown\\_toad's solution](#)

**289.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[brown\\_toad's solution](#)

**290.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[brown\\_toad's solution](#)

**291.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,945 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[brown\\_toad's solution](#)

**292.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[brown\\_toad's solution](#)

**293.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[brown\\_toad's solution](#)

**294.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[brown\\_toad's solution](#)

**295.**

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[brown\\_toad's solution](#)

**296.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[brown\\_toad's solution](#)

**297.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[brown\\_toad's solution](#)

**298.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[brown\\_toad's solution](#)

**299.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[brown\\_toad's solution](#)

**300.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[brown\\_toad's solution](#)

**301.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[brown\\_toad's solution](#)

**302.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[brown\\_toad's solution](#)

**303.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[brown\\_toad's solution](#)

**304.**

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[brown\\_toad's solution](#)

**305.**

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[brown\\_toad's solution](#)

**306.**

1703F

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

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[brown\\_toad's solution](#)

**307.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,186 global accepts · Rating: 1300 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[brown\\_toad's solution](#)

**308.**

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

[brown\\_toad's solution](#)

**309.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**310.**

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[brown\\_toad's solution](#)

**311.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[brown\\_toad's solution](#)

**312.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[brown\\_toad's solution](#)

**313.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[brown\\_toad's solution](#)

**314.**

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[brown\\_toad's solution](#)

**315.**

1323C

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

Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[brown\\_toad's solution](#)

**316.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[brown\\_toad's solution](#)

**317.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[brown\\_toad's solution](#)

**318.**

1247B2

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

Rating: 1300 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[brown\\_toad's solution](#)

**319.**

1225B2

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

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers  
[brown\\_toad's solution](#)

**320.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-10-05 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings  
[brown\\_toad's solution](#)

**321.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[brown\\_toad's solution](#)

**322.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[brown\\_toad's solution](#)

**323.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math  
[brown\\_toad's solution](#)

**324.**

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: implementation  
[brown\\_toad's solution](#)

**325.**

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,458 global accepts · Rating: 1300 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[brown\\_toad's solution](#)

**326.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**327.**

957A

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

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[brown\\_toad's solution](#)

**328.**

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[brown\\_toad's solution](#)

**329.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[brown\\_toad's solution](#)

**330.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[brown\\_toad's solution](#)

**331.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[brown\\_toad's solution](#)

**332.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[brown\\_toad's solution](#)

**333.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[brown\\_toad's solution](#)

**334.**

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**335.**

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[brown\\_toad's solution](#)

**336.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[brown\\_toad's solution](#)

**337.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[brown\\_toad's solution](#)

**338.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[brown\\_toad's solution](#)

**339.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[brown\\_toad's solution](#)

**340.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[brown\\_toad's solution](#)

**341.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[brown\\_toad's solution](#)

**342.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[brown\\_toad's solution](#)

**343.**

1919C

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

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[brown\\_toad's solution](#)

**344.**

652A

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

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[brown\\_toad's solution](#)

**345.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[brown\\_toad's solution](#)

**346.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[brown\\_toad's solution](#)

**347.**

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory  
[brown\\_toad's solution](#)

**348.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[brown\\_toad's solution](#)

**349.**

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math  
[brown\\_toad's solution](#)

**350.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math  
[brown\\_toad's solution](#)

**351.**

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation  
[brown\\_toad's solution](#)

**352.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[brown\\_toad's solution](#)

**353.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers  
[brown\\_toad's solution](#)

**354.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees  
[brown\\_toad's solution](#)

**355.**

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[brown\\_toad's solution](#)

**356.**

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[brown\\_toad's solution](#)

**357.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[brown\\_toad's solution](#)

**358.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[brown\\_toad's solution](#)

**359.**

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[brown\\_toad's solution](#)

**360.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search  
[brown\\_toad's solution](#)

**361.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[brown\\_toad's solution](#)

**362.**

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[brown\\_toad's solution](#)

**363.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[brown\\_toad's solution](#)

**364.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[brown\\_toad's solution](#)

**365.**

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[brown\\_toad's solution](#)

**366.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,956 global accepts · Rating: 1400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[brown\\_toad's solution](#)

**367.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[brown\\_toad's solution](#)

**368.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[brown\\_toad's solution](#)

**369.**

1191C

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

Rating: 1400 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[brown\\_toad's solution](#)

**370.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[brown\\_toad's solution](#)

**371.**

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**372.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**373.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[brown\\_toad's solution](#)

**374.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[brown\\_toad's solution](#)

**375.**

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[brown\\_toad's solution](#)

**376.**

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**377.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[brown\\_toad's solution](#)

**378.**

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[brown\\_toad's solution](#)

**379.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[brown\\_toad's solution](#)

**380.**

1167C

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

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[brown\\_toad's solution](#)

**381.**

1215B

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

Quality: 18,355 global accepts · Rating: 1400 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation  
[brown\\_toad's solution](#)

**382.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-08 · GNU C++11 (first AC) · Tags: brute force, math

[brown\\_toad's solution](#)

**383.**

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[brown\\_toad's solution](#)

**384.**

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[brown\\_toad's solution](#)

**385.**

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[brown\\_toad's solution](#)

**386.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[brown\\_toad's solution](#)

**387.**

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, sortings

[brown\\_toad's solution](#)

**388.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[brown\\_toad's solution](#)

**389.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[brown\\_toad's solution](#)

**390.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[brown\\_toad's solution](#)

**391.**

1877D

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

Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[brown\\_toad's solution](#)

**392.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[brown\\_toad's solution](#)

**393.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**394.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2023-05-09 · Java 11 (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[brown\\_toad's solution](#)

**395.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory  
[brown\\_toad's solution](#)

**396.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers  
[brown\\_toad's solution](#)

**397.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory  
[brown\\_toad's solution](#)

**398.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers  
[brown\\_toad's solution](#)

**399.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[brown\\_toad's solution](#)

**400.**

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[brown\\_toad's solution](#)

**401.**

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[brown\\_toad's solution](#)

**402.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[brown\\_toad's solution](#)

**403.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[brown\\_toad's solution](#)

**404.**

1404A

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

Quality: 19,394 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[brown\\_toad's solution](#)

**405.**

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[brown\\_toad's solution](#)

**406.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[brown\\_toad's solution](#)

**407.**

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[brown\\_toad's solution](#)

**408.**

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[brown\\_toad's solution](#)

**409.**

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[brown\\_toad's solution](#)

**410.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[brown\\_toad's solution](#)

**411.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[brown\\_toad's solution](#)

**412.**

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[brown\\_toad's solution](#)

**413.**

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[brown\\_toad's solution](#)

**414.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2020-02-09 · last AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[brown\\_toad's solution](#)

**415.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[brown\\_toad's solution](#)

**416.**

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[brown\\_toad's solution](#)

**417.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[brown\\_toad's solution](#)

**418.**

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[brown\\_toad's solution](#)

**419.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[brown\\_toad's solution](#)

**420.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[brown\\_toad's solution](#)

**421.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[brown\\_toad's solution](#)

**422.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[brown\\_toad's solution](#)

**423.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation  
[brown\\_toad's solution](#)

**424.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[brown\\_toad's solution](#)

**425.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-17 · last AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings  
[brown\\_toad's solution](#)

**426.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers  
[brown\\_toad's solution](#)

**427.**

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: number theory  
[brown\\_toad's solution](#)

**428.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[brown\\_toad's solution](#)

**429.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: greedy, sortings  
[brown\\_toad's solution](#)

**430.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[brown\\_toad's solution](#)

**431.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms  
[brown\\_toad's solution](#)

**432.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[brown\\_toad's solution](#)

**433.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[brown\\_toad's solution](#)

**434.**

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[brown\\_toad's solution](#)

**435.**

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[brown\\_toad's solution](#)

**436.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[brown\\_toad's solution](#)

**437.**

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**438.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[brown\\_toad's solution](#)

**439.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings  
[brown\\_toad's solution](#)

**440.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math  
[brown\\_toad's solution](#)

**441.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings  
[brown\\_toad's solution](#)

**442.**

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math  
[brown\\_toad's solution](#)

**443.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[brown\\_toad's solution](#)

**444.**

1688D

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

Rating: 1600 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[brown\\_toad's solution](#)

**445.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[brown\\_toad's solution](#)

**446.**

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[brown\\_toad's solution](#)

**447.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[brown\\_toad's solution](#)

**448.**

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[brown\\_toad's solution](#)

**449.**

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[brown\\_toad's solution](#)

**450.**

1395C

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

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[brown\\_toad's solution](#)

**451.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[brown\\_toad's solution](#)

**452.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[brown\\_toad's solution](#)

**453.**

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[brown\\_toad's solution](#)

**454.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[brown\\_toad's solution](#)

**455.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[brown\\_toad's solution](#)

**456.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[brown\\_toad's solution](#)

**457.**

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[brown\\_toad's solution](#)

**458.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[brown\\_toad's solution](#)

**459.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[brown\\_toad's solution](#)

**460.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[brown\\_toad's solution](#)

**461.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[brown\\_toad's solution](#)

**462.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[brown\\_toad's solution](#)

**463.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[brown\\_toad's solution](#)

**464.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[brown\\_toad's solution](#)

**465.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,402 global accepts · Rating: 1600 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings  
[brown\\_toad's solution](#)

**466.**

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings  
[brown\\_toad's solution](#)

**467.**

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math  
[brown\\_toad's solution](#)

**468.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2020-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp  
[brown\\_toad's solution](#)

**469.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[brown\\_toad's solution](#)

**470.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[brown\\_toad's solution](#)

**471.**

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[brown\\_toad's solution](#)

**472.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings  
[brown\\_toad's solution](#)

**473.**

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[brown\\_toad's solution](#)

**474.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2019-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[brown\\_toad's solution](#)

**475.**

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[brown\\_toad's solution](#)

**476.**

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[brown\\_toad's solution](#)

**477.**

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special  
[brown\\_toad's solution](#)

**478.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory  
[brown\\_toad's solution](#)

**479.**

2006A

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

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees  
[brown\\_toad's solution](#)

**480.**

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math  
[brown\\_toad's solution](#)

**481.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · last AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees  
[brown\\_toad's solution](#)

**482.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[brown\\_toad's solution](#)

**483.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths  
[brown\\_toad's solution](#)

**484.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[brown\\_toad's solution](#)

**485.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[brown\\_toad's solution](#)

**486.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[brown\\_toad's solution](#)

**487.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[brown\\_toad's solution](#)

**488.**

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[brown\\_toad's solution](#)

**489.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[brown\\_toad's solution](#)

**490.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[brown\\_toad's solution](#)

**491.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[brown\\_toad's solution](#)

**492.**

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[brown\\_toad's solution](#)

**493.**

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[brown\\_toad's solution](#)

**494.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[brown\\_toad's solution](#)

**495.**

1629D

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

Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[brown\\_toad's solution](#)

**496.**

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[brown\\_toad's solution](#)

**497.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[brown\\_toad's solution](#)

**498.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[brown\\_toad's solution](#)

**499.**

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[brown\\_toad's solution](#)

**500.**

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[brown\\_toad's solution](#)

**501.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[brown\\_toad's solution](#)

**502.**

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[brown\\_toad's solution](#)

**503.**

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[brown\\_toad's solution](#)

**504.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[brown\\_toad's solution](#)

**505.**

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[brown\\_toad's solution](#)

**506.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees  
[brown\\_toad's solution](#)

**507.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math  
[brown\\_toad's solution](#)

**508.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs  
[brown\\_toad's solution](#)

**509.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[brown\\_toad's solution](#)

**510.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**511.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math  
[brown\\_toad's solution](#)

**512.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2020-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation  
[brown\\_toad's solution](#)

**513.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,401 global accepts · Rating: 1700 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[brown\\_toad's solution](#)

**514.**

1330D

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

Rating: 1700 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math  
[brown\\_toad's solution](#)

**515.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory  
[brown\\_toad's solution](#)

### 516.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities  
[brown\\_toad's solution](#)

### 517.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[brown\\_toad's solution](#)

### 518.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
[brown\\_toad's solution](#)

### 519.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[brown\\_toad's solution](#)

### 520.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 1700 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: implementation, strings  
[brown\\_toad's solution](#)

### 521.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers  
[brown\\_toad's solution](#)

### 522.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math  
[brown\\_toad's solution](#)

### 523.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[brown\\_toad's solution](#)

### 524.

1111B

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

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[brown\\_toad's solution](#)

### 525.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[brown\\_toad's solution](#)

**526.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[brown\\_toad's solution](#)

**527.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[brown\\_toad's solution](#)

**528.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[brown\\_toad's solution](#)

**529.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[brown\\_toad's solution](#)

**530.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2020-02-10 · last AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[brown\\_toad's solution](#)

**531.**

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[brown\\_toad's solution](#)

**532.**

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[brown\\_toad's solution](#)

**533.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[brown\\_toad's solution](#)

**534.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[brown\\_toad's solution](#)

**535.**

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[brown\\_toad's solution](#)

**536.**

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[brown\\_toad's solution](#)

**537.**

1248C

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

Rating: 1700 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[brown\\_toad's solution](#)

**538.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1700 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[brown\\_toad's solution](#)

**539.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[brown\\_toad's solution](#)

**540.**

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry  
[brown\\_toad's solution](#)

**541.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[brown\\_toad's solution](#)

**542.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, trees  
[brown\\_toad's solution](#)

**543.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings  
[brown\\_toad's solution](#)

**544.**

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, sortings  
[brown\\_toad's solution](#)

**545.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math  
[brown\\_toad's solution](#)

**546.**

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[brown\\_toad's solution](#)

**547.**

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[brown\\_toad's solution](#)

**548.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[brown\\_toad's solution](#)

**549.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[brown\\_toad's solution](#)

**550.**

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers

[brown\\_toad's solution](#)

**551.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[brown\\_toad's solution](#)

**552.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[brown\\_toad's solution](#)

**553.**

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[brown\\_toad's solution](#)

**554.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[brown\\_toad's solution](#)

**555.**

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[brown\\_toad's solution](#)

**556.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[brown\\_toad's solution](#)

### 557.

1805D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[brown\\_toad's solution](#)

### 558.

177F1

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

Quality: 366 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[brown\\_toad's solution](#)

### 559.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[brown\\_toad's solution](#)

### 560.

1780D

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

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[brown\\_toad's solution](#)

### 561.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · last AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[brown\\_toad's solution](#)

### 562.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[brown\\_toad's solution](#)

### 563.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[brown\\_toad's solution](#)

### 564.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[brown\\_toad's solution](#)

### 565.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[brown\\_toad's solution](#)

**566.**

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[brown\\_toad's solution](#)

**567.**

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[brown\\_toad's solution](#)

**568.**

1254B1

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

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[brown\\_toad's solution](#)

**569.**

1556C

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

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

[brown\\_toad's solution](#)

**570.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[brown\\_toad's solution](#)

**571.**

1549D

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

Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[brown\\_toad's solution](#)

**572.**

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[brown\\_toad's solution](#)

**573.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[brown\\_toad's solution](#)

**574.**

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[brown\\_toad's solution](#)

**575.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[brown\\_toad's solution](#)

**576.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees  
[brown\\_toad's solution](#)

**577.**

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-20 · last AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
[brown\\_toad's solution](#)

**578.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[brown\\_toad's solution](#)

**579.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**580.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees  
[brown\\_toad's solution](#)

**581.**

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math  
[brown\\_toad's solution](#)

**582.**

1030D

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

Quality: 6,256 global accepts · Rating: 1800 · first AC: 2020-07-21 · last AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory  
[brown\\_toad's solution](#)

**583.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings  
[brown\\_toad's solution](#)

**584.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**585.**

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[brown\\_toad's solution](#)

**586.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees  
[brown\\_toad's solution](#)

**587.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[brown\\_toad's solution](#)

**588.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**589.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**590.**

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**591.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2020-06-08 · last AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle  
[brown\\_toad's solution](#)

**592.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry  
[brown\\_toad's solution](#)

**593.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[brown\\_toad's solution](#)

**594.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers  
[brown\\_toad's solution](#)

**595.**

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[brown\\_toad's solution](#)

**596.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[brown\\_toad's solution](#)

**597.**

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[brown\\_toad's solution](#)

**598.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[brown\\_toad's solution](#)

**599.**

1221D

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

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[brown\\_toad's solution](#)

**600.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[brown\\_toad's solution](#)

**601.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[brown\\_toad's solution](#)

**602.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[brown\\_toad's solution](#)

**603.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[brown\\_toad's solution](#)

**604.**

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[brown\\_toad's solution](#)

**605.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[brown\\_toad's solution](#)

**606.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[brown\\_toad's solution](#)

**607.**

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-28 · last AC: 2024-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[brown\\_toad's solution](#)

**608.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[brown\\_toad's solution](#)

**609.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[brown\\_toad's solution](#)

**610.**

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[brown\\_toad's solution](#)

**611.**

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[brown\\_toad's solution](#)

**612.**

1585D

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

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[brown\\_toad's solution](#)

**613.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[brown\\_toad's solution](#)

**614.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[brown\\_toad's solution](#)

**615.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[brown\\_toad's solution](#)

**616.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[brown\\_toad's solution](#)

**617.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[brown\\_toad's solution](#)

**618.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[brown\\_toad's solution](#)

**619.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[brown\\_toad's solution](#)

**620.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[brown\\_toad's solution](#)

**621.**

1704D

[Magical Array](#) · [Tutorial](#)

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

[brown\\_toad's solution](#)

**622.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[brown\\_toad's solution](#)

**623.**

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[brown\\_toad's solution](#)

**624.**

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[brown\\_toad's solution](#)

**625.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[brown\\_toad's solution](#)

**626.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[brown\\_toad's solution](#)

**627.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[brown\\_toad's solution](#)

**628.**

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[brown\\_toad's solution](#)

**629.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[brown\\_toad's solution](#)

**630.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[brown\\_toad's solution](#)

**631.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[brown\\_toad's solution](#)

**632.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[brown\\_toad's solution](#)

**633.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[brown\\_toad's solution](#)

**634.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[brown\\_toad's solution](#)

**635.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[brown\\_toad's solution](#)

**636.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[brown\\_toad's solution](#)

**637.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy  
[brown\\_toad's solution](#)

**638.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities  
[brown\\_toad's solution](#)

**639.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers  
[brown\\_toad's solution](#)

**640.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**641.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs  
[brown\\_toad's solution](#)

**642.**

1285D

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

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees  
[brown\\_toad's solution](#)

**643.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings  
[brown\\_toad's solution](#)

**644.**

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math  
[brown\\_toad's solution](#)

**645.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math  
[brown\\_toad's solution](#)

**646.**

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[brown\\_toad's solution](#)

**647.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[brown\\_toad's solution](#)

**648.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[brown\\_toad's solution](#)

**649.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[brown\\_toad's solution](#)

**650.**

1183H

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

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[brown\\_toad's solution](#)

**651.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[brown\\_toad's solution](#)

**652.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[brown\\_toad's solution](#)

**653.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[brown\\_toad's solution](#)

**654.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[brown\\_toad's solution](#)

**655.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[brown\\_toad's solution](#)

**656.**

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[brown\\_toad's solution](#)

**657.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees  
[brown\\_toad's solution](#)

**658.**

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[brown\\_toad's solution](#)

**659.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees  
[brown\\_toad's solution](#)

**660.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers  
[brown\\_toad's solution](#)

**661.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search  
[brown\\_toad's solution](#)

**662.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings  
[brown\\_toad's solution](#)

**663.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[brown\\_toad's solution](#)

**664.**

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[brown\\_toad's solution](#)

**665.**

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[brown\\_toad's solution](#)

**666.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math  
[brown\\_toad's solution](#)

**667.**

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[brown\\_toad's solution](#)

**668.**

1984D

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

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

[brown\\_toad's solution](#)

**669.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[brown\\_toad's solution](#)

**670.**

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[brown\\_toad's solution](#)

**671.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-03-03 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[brown\\_toad's solution](#)

**672.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[brown\\_toad's solution](#)

**673.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[brown\\_toad's solution](#)

**674.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[brown\\_toad's solution](#)

**675.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[brown\\_toad's solution](#)

**676.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[brown\\_toad's solution](#)

**677.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2023-04-03 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[brown\\_toad's solution](#)

### 678.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[brown\\_toad's solution](#)

### 679.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[brown\\_toad's solution](#)

### 680.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-19 · last AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[brown\\_toad's solution](#)

### 681.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[brown\\_toad's solution](#)

### 682.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[brown\\_toad's solution](#)

### 683.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[brown\\_toad's solution](#)

### 684.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[brown\\_toad's solution](#)

### 685.

1634D

[Finding Zero](#) · [Tutorial](#)

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

[brown\\_toad's solution](#)

### 686.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[brown\\_toad's solution](#)

### 687.

1589D

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

Rating: 2000 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[brown\\_toad's solution](#)

**688.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[brown\\_toad's solution](#)

**689.**

1558C

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

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

[brown\\_toad's solution](#)

**690.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[brown\\_toad's solution](#)

**691.**

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[brown\\_toad's solution](#)

**692.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, math

[brown\\_toad's solution](#)

**693.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[brown\\_toad's solution](#)

**694.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[brown\\_toad's solution](#)

**695.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[brown\\_toad's solution](#)

**696.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[brown\\_toad's solution](#)

**697.**

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[brown\\_toad's solution](#)

**698.**

1363E

[Tree Shuffling](#) · Tutorial

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[brown\\_toad's solution](#)

**699.**

633D

[Fibonacci-ish](#) · Tutorial

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[brown\\_toad's solution](#)

**700.**

1366D

[Two Divisors](#) · Tutorial

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[brown\\_toad's solution](#)

**701.**

1481D

[AB Graph](#) · Tutorial

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation  
[brown\\_toad's solution](#)

**702.**

1417E

[XOR Inverse](#) · Tutorial

Rating: 2000 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, strings, trees  
[brown\\_toad's solution](#)

**703.**

1132F

[Clear the String](#) · Tutorial

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[brown\\_toad's solution](#)

**704.**

1415D

[XOR-gun](#) · Tutorial

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms  
[brown\\_toad's solution](#)

**705.**

1426F

[Number of Subsequences](#) · Tutorial

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings  
[brown\\_toad's solution](#)

**706.**

1391D

[505](#) · Tutorial

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation  
[brown\\_toad's solution](#)

**707.**

1244C

[The Football Season](#) · Tutorial

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[brown\\_toad's solution](#)

**708.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[brown\\_toad's solution](#)

**709.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[brown\\_toad's solution](#)

**710.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[brown\\_toad's solution](#)

**711.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[brown\\_toad's solution](#)

**712.**

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[brown\\_toad's solution](#)

**713.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[brown\\_toad's solution](#)

**714.**

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[brown\\_toad's solution](#)

**715.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[brown\\_toad's solution](#)

**716.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-05 · last AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[brown\\_toad's solution](#)

**717.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[brown\\_toad's solution](#)

**718.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[brown\\_toad's solution](#)

**719.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory  
[brown\\_toad's solution](#)

**720.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings  
[brown\\_toad's solution](#)

**721.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers  
[brown\\_toad's solution](#)

**722.**

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[brown\\_toad's solution](#)

**723.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[brown\\_toad's solution](#)

**724.**

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[brown\\_toad's solution](#)

**725.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees  
[brown\\_toad's solution](#)

**726.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees  
[brown\\_toad's solution](#)

**727.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[brown\\_toad's solution](#)

**728.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[brown\\_toad's solution](#)

**729.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers  
[brown\\_toad's solution](#)

**730.**

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory  
[brown\\_toad's solution](#)

**731.**

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees  
[brown\\_toad's solution](#)

**732.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[brown\\_toad's solution](#)

**733.**

1626D

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

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math  
[brown\\_toad's solution](#)

**734.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[brown\\_toad's solution](#)

**735.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy  
[brown\\_toad's solution](#)

**736.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers  
[brown\\_toad's solution](#)

**737.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory  
[brown\\_toad's solution](#)

**738.**

1605D

[Treelabeling](#) · [Tutorial](#)

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

[brown\\_toad's solution](#)

**739.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy

[brown\\_toad's solution](#)

**740.**

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[brown\\_toad's solution](#)

**741.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[brown\\_toad's solution](#)

**742.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[brown\\_toad's solution](#)

**743.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[brown\\_toad's solution](#)

**744.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[brown\\_toad's solution](#)

**745.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[brown\\_toad's solution](#)

**746.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[brown\\_toad's solution](#)

**747.**

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2021-10-10 · last AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[brown\\_toad's solution](#)

**748.**

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory  
[brown\\_toad's solution](#)

**749.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees  
[brown\\_toad's solution](#)

**750.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees  
[brown\\_toad's solution](#)

**751.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math  
[brown\\_toad's solution](#)

**752.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force  
[brown\\_toad's solution](#)

**753.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle  
[brown\\_toad's solution](#)

**754.**

1265E

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

Quality: 4,523 global accepts · Rating: 2100 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities  
[brown\\_toad's solution](#)

**755.**

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers  
[brown\\_toad's solution](#)

**756.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[brown\\_toad's solution](#)

**757.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[brown\\_toad's solution](#)

**758.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[brown\\_toad's solution](#)

**759.**

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[brown\\_toad's solution](#)

**760.**

1166E

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

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[brown\\_toad's solution](#)

**761.**

877D

[Ollya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[brown\\_toad's solution](#)

**762.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[brown\\_toad's solution](#)

**763.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[brown\\_toad's solution](#)

**764.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[brown\\_toad's solution](#)

**765.**

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[brown\\_toad's solution](#)

**766.**

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[brown\\_toad's solution](#)

**767.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[brown\\_toad's solution](#)

**768.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[brown\\_toad's solution](#)

**769.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp  
[brown\\_toad's solution](#)

**770.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths  
[brown\\_toad's solution](#)

**771.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory  
[brown\\_toad's solution](#)

**772.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[brown\\_toad's solution](#)

**773.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures  
[brown\\_toad's solution](#)

**774.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation  
[brown\\_toad's solution](#)

**775.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive  
[brown\\_toad's solution](#)

**776.**

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[brown\\_toad's solution](#)

**777.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search  
[brown\\_toad's solution](#)

**778.**

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[brown\\_toad's solution](#)

**779.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs  
[brown\\_toad's solution](#)

**780.**

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[brown\\_toad's solution](#)

**781.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[brown\\_toad's solution](#)

**782.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[brown\\_toad's solution](#)

**783.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[brown\\_toad's solution](#)

**784.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[brown\\_toad's solution](#)

**785.**

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[brown\\_toad's solution](#)

**786.**

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[brown\\_toad's solution](#)

**787.**

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[brown\\_toad's solution](#)

**788.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[brown\\_toad's solution](#)

**789.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[brown\\_toad's solution](#)

**790.**

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[brown\\_toad's solution](#)

**791.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[brown\\_toad's solution](#)

**792.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[brown\\_toad's solution](#)

**793.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[brown\\_toad's solution](#)

**794.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[brown\\_toad's solution](#)

**795.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[brown\\_toad's solution](#)

**796.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[brown\\_toad's solution](#)

**797.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[brown\\_toad's solution](#)

**798.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[brown\\_toad's solution](#)

**799.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[brown\\_toad's solution](#)

**800.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[brown\\_toad's solution](#)

**801.**

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[brown\\_toad's solution](#)

**802.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[brown\\_toad's solution](#)

**803.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[brown\\_toad's solution](#)

**804.**

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[brown\\_toad's solution](#)

**805.**

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[brown\\_toad's solution](#)

**806.**

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[brown\\_toad's solution](#)

**807.**

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[brown\\_toad's solution](#)

**808.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-01-22 · last AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[brown\\_toad's solution](#)

**809.**

2006C

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

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

[brown\\_toad's solution](#)

## 810.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[brown\\_toad's solution](#)

## 811.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[brown\\_toad's solution](#)

## 812.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[brown\\_toad's solution](#)

## 813.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[brown\\_toad's solution](#)

## 814.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[brown\\_toad's solution](#)

## 815.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[brown\\_toad's solution](#)

## 816.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[brown\\_toad's solution](#)

## 817.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2023-06-29 · last AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[brown\\_toad's solution](#)

## 818.

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[brown\\_toad's solution](#)

## 819.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees  
[brown\\_toad's solution](#)

**820.**

177F2

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

Quality: 242 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[brown\\_toad's solution](#)

**821.**

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices  
[brown\\_toad's solution](#)

**822.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings  
[brown\\_toad's solution](#)

**823.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory  
[brown\\_toad's solution](#)

**824.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math  
[brown\\_toad's solution](#)

**825.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities  
[brown\\_toad's solution](#)

**826.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory  
[brown\\_toad's solution](#)

**827.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math  
[brown\\_toad's solution](#)

**828.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths  
[brown\\_toad's solution](#)

**829.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[brown\\_toad's solution](#)

**830.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[brown\\_toad's solution](#)

**831.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[brown\\_toad's solution](#)

**832.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[brown\\_toad's solution](#)

**833.**

1712E1

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

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[brown\\_toad's solution](#)

**834.**

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[brown\\_toad's solution](#)

**835.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[brown\\_toad's solution](#)

**836.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[brown\\_toad's solution](#)

**837.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[brown\\_toad's solution](#)

**838.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[brown\\_toad's solution](#)

**839.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2022-02-03 · last AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[brown\\_toad's solution](#)

**840.**

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[brown\\_toad's solution](#)

**841.**

1623D

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

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[brown\\_toad's solution](#)

**842.**

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry, number theory

[brown\\_toad's solution](#)

**843.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[brown\\_toad's solution](#)

**844.**

866D

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

Rating: 2400 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[brown\\_toad's solution](#)

**845.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[brown\\_toad's solution](#)

**846.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[brown\\_toad's solution](#)

**847.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[brown\\_toad's solution](#)

**848.**

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[brown\\_toad's solution](#)

**849.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[brown\\_toad's solution](#)

**850.**

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing

[brown\\_toad's solution](#)

**851.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[brown\\_toad's solution](#)

**852.**

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[brown\\_toad's solution](#)

**853.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[brown\\_toad's solution](#)

**854.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-03-04 · last AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[brown\\_toad's solution](#)

**855.**

209C

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

Quality: 875 global accepts · Rating: 2400 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[brown\\_toad's solution](#)

**856.**

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[brown\\_toad's solution](#)

**857.**

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[brown\\_toad's solution](#)

**858.**

1083E

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

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[brown\\_toad's solution](#)

**859.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[brown\\_toad's solution](#)

**860.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[brown\\_toad's solution](#)

**861.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-09 · last AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[brown\\_toad's solution](#)

**862.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[brown\\_toad's solution](#)

**863.**

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[brown\\_toad's solution](#)

**864.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[brown\\_toad's solution](#)

**865.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[brown\\_toad's solution](#)

**866.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[brown\\_toad's solution](#)

**867.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[brown\\_toad's solution](#)

**868.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp,

trees

[brown\\_toad's solution](#)

**869.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[brown\\_toad's solution](#)

**870.**

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[brown\\_toad's solution](#)

**871.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[brown\\_toad's solution](#)

**872.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[brown\\_toad's solution](#)

**873.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2023-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[brown\\_toad's solution](#)

**874.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[brown\\_toad's solution](#)

**875.**

1174E

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

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[brown\\_toad's solution](#)

**876.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[brown\\_toad's solution](#)

**877.**

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[brown\\_toad's solution](#)

**878.**

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[brown\\_toad's solution](#)

**879.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[brown\\_toad's solution](#)

**880.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[brown\\_toad's solution](#)

**881.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, number theory

[brown\\_toad's solution](#)

**882.**

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, data structures, dp, greedy

[brown\\_toad's solution](#)

**883.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[brown\\_toad's solution](#)

**884.**

2006D

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

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[brown\\_toad's solution](#)

**885.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[brown\\_toad's solution](#)

**886.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, probabilities

[brown\\_toad's solution](#)

**887.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[brown\\_toad's solution](#)

**888.**

1539F

[Strange Array](#) · Tutorial

Quality: 984 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[brown\\_toad's solution](#)

**889.**

1661F

[Teleporters](#) · Tutorial

Quality: 829 global accepts · Rating: 2600 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[brown\\_toad's solution](#)

**890.**

1681E

[Labyrinth Adventures](#) · Tutorial

Quality: 940 global accepts · Rating: 2600 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, shortest paths  
[brown\\_toad's solution](#)

**891.**

1208F

[Bits And Pieces](#) · Tutorial

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy  
[brown\\_toad's solution](#)

**892.**

1408G

[Clusterization Counting](#) · Tutorial

Quality: 1,302 global accepts · Rating: 2700 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees  
[brown\\_toad's solution](#)

**893.**

1887D

[Split](#) · Tutorial

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers  
[brown\\_toad's solution](#)

**894.**

1658F

[Juju and Binary String](#) · Tutorial

Quality: 925 global accepts · Rating: 2700 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[brown\\_toad's solution](#)

**895.**

1572C

[Paint](#) · Tutorial

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[brown\\_toad's solution](#)

**896.**

383E

[Vowels](#) · Tutorial

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp  
[brown\\_toad's solution](#)

**897.**

1976F

[Remove Bridges](#) · Tutorial

Quality: 833 global accepts · Rating: 2800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees  
[brown\\_toad's solution](#)

**898.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[brown\\_toad's solution](#)

**899.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[brown\\_toad's solution](#)

**900.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[brown\\_toad's solution](#)

**901.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[brown\\_toad's solution](#)

**902.**

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[brown\\_toad's solution](#)

**903.**

100020H

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[brown\\_toad's solution](#)

**904.**

105570E

[Horse Racing In The Wilderness \(horse\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[brown\\_toad's solution](#)

**905.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-04 · PHP (first AC) · Tags: \*special, implementation

[brown\\_toad's solution](#)

**906.**

1940A

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

Quality: 105 global accepts · Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, dfs and similar, dsu, graphs

[brown\\_toad's solution](#)

**907.**

104830I

[Transportation Vouchers \(voucher\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[brown\\_toad's solution](#)

**908.**

104830G

[Lunch Time \(lunch\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[brown\\_toad's solution](#)

**909.**

104830E

[Nibbler Frieren \(frieren\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[brown\\_toad's solution](#)

**910.**

104830C

[Extra Sign-up Application \(course\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[brown\\_toad's solution](#)

**911.**

104830F

[Level Design \(level\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[brown\\_toad's solution](#)

**912.**

104830A

[Antenna \(antenna\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[brown\\_toad's solution](#)

**913.**

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[brown\\_toad's solution](#)

**914.**

101336C

[Magic Artifact](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[brown\\_toad's solution](#)

**915.**

101234G

[Dreamoon and NightMarket](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · last AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[brown\\_toad's solution](#)

**916.**

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[brown\\_toad's solution](#)

**917.**

104097I

[IP-ET TOE\(SOS\)](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[brown\\_toad's solution](#)

**918.**

104097F

[LCA • Jb2 \(LCA\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[brown\\_toad's solution](#)

**919.**

103430N

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[brown\\_toad's solution](#)

**920.**

103430F

[X-Magic Pair](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[brown\\_toad's solution](#)

**921.**

103430L

[Smash the Trash](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[brown\\_toad's solution](#)

**922.**

103430M

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[brown\\_toad's solution](#)

**923.**

103430G

[Chat Ban](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[brown\\_toad's solution](#)

**924.**

103430B

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

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[brown\\_toad's solution](#)

**925.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[brown\\_toad's solution](#)

**926.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[brown\\_toad's solution](#)

**927.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-02 · PHP (first AC) · Tags: \*special

[brown\\_toad's solution](#)

**928.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[brown\\_toad's solution](#)