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Unique solved — buidangnguyen05

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97.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[buidangnguyen05's solution](#)

98.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[buidangnguyen05's solution](#)

99.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,637 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[buidangnguyen05's solution](#)

100.

1779B

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

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[buidangnguyen05's solution](#)

101.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,695 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[buidangnguyen05's solution](#)

102.

1696B

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

Quality: 36,339 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[buidangnguyen05's solution](#)

103.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,907 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[buidangnguyen05's solution](#)

104.

1665B

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

Quality: 32,912 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[buidangnguyen05's solution](#)

105.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[buidangnguyen05's solution](#)

106.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[buidangnguyen05's solution](#)

107.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[buidangnguyen05's solution](#)

108.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[buidangnguyen05's solution](#)

109.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[buidangnguyen05's solution](#)

110.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[buidangnguyen05's solution](#)

111.

1609A

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

Quality: 18,897 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[buidangnguyen05's solution](#)

112.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math
[buidangnguyen05's solution](#)

113.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,495 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings
[buidangnguyen05's solution](#)

114.

1582B

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

Quality: 33,378 global accepts · Rating: 900 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[buidangnguyen05's solution](#)

115.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[buidangnguyen05's solution](#)

116.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,602 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[buidangnguyen05's solution](#)

117.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math
[buidangnguyen05's solution](#)

118.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[buidangnguyen05's solution](#)

119.

1543B

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

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[buidangnguyen05's solution](#)

120.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,971 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[buidangnguyen05's solution](#)

121.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[buidangnguyen05's solution](#)

122.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[buidangnguyen05's solution](#)

123.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[buidangnguyen05's solution](#)

124.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,764 global accepts · Rating: 900 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[buidangnguyen05's solution](#)

125.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,753 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[buidangnguyen05's solution](#)

126.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[buidangnguyen05's solution](#)

127.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[buidangnguyen05's solution](#)

128.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[buidangnguyen05's solution](#)

129.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[buidangnguyen05's solution](#)

130.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[buidangnguyen05's solution](#)

131.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[buidangnguyen05's solution](#)

132.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[buidangnguyen05's solution](#)

133.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[buidangnguyen05's solution](#)

134.

1620B

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

Quality: 31,486 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[buidangnguyen05's solution](#)

135.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[buidangnguyen05's solution](#)

136.

1614B

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

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[buidangnguyen05's solution](#)

137.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[buidangnguyen05's solution](#)

138.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[buidangnguyen05's solution](#)

139.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[buidangnguyen05's solution](#)

140.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[buidangnguyen05's solution](#)

141.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math
[buidangnguyen05's solution](#)

142.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,421 global accepts · Rating: 1000 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[buidangnguyen05's solution](#)

143.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,516 global accepts · Rating: 1000 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[buidangnguyen05's solution](#)

144.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[buidangnguyen05's solution](#)

145.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[buidangnguyen05's solution](#)

146.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[buidangnguyen05's solution](#)

147.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[buidangnguyen05's solution](#)

148.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[buidangnguyen05's solution](#)

149.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[buidangnguyen05's solution](#)

150.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[buidangnguyen05's solution](#)

151.

1685A

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

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[buidangnguyen05's solution](#)

152.

1656B

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

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[buidangnguyen05's solution](#)

153.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings
[buidangnguyen05's solution](#)

154.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[buidangnguyen05's solution](#)

155.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[buidangnguyen05's solution](#)

156.

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[buidangnguyen05's solution](#)

157.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[buidangnguyen05's solution](#)

158.

1625B

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

Quality: 16,861 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[buidangnguyen05's solution](#)

159.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,842 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[buidangnguyen05's solution](#)

160.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[buidangnguyen05's solution](#)

161.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[buidangnguyen05's solution](#)

162.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[buidangnguyen05's solution](#)

163.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,338 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[buidangnguyen05's solution](#)

164.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[buidangnguyen05's solution](#)

165.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[buidangnguyen05's solution](#)

166.

869A

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

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2021-08-16 · PHP (first AC) · Tags: brute force, implementation

[buidangnguyen05's solution](#)

167.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[buidangnguyen05's solution](#)

168.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[buidangnguyen05's solution](#)

169.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[buidangnguyen05's solution](#)

170.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[buidangnguyen05's solution](#)

171.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[buidangnguyen05's solution](#)

172.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,098 global accepts · Rating: 1100 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[buidangnguyen05's solution](#)

173.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[buidangnguyen05's solution](#)

174.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,514 global accepts · Rating: 1100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[buidangnguyen05's solution](#)

175.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,715 global accepts · Rating: 1100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[buidangnguyen05's solution](#)

176.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,832 global accepts · Rating: 1100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[buidangnguyen05's solution](#)

177.

706B

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

Quality: 84,489 global accepts · Rating: 1100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[buidangnguyen05's solution](#)

178.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[buidangnguyen05's solution](#)

179.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2020-12-19 · last AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[buidangnguyen05's solution](#)

180.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 1100 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[buidangnguyen05's solution](#)

181.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,558 global accepts · Rating: 1100 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[buidangnguyen05's solution](#)

182.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[buidangnguyen05's solution](#)

183.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[buidangnguyen05's solution](#)

184.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[buidangnguyen05's solution](#)

185.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[buidangnguyen05's solution](#)

186.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[buidangnguyen05's solution](#)

187.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[buidangnguyen05's solution](#)

188.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[buidangnguyen05's solution](#)

189.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · last AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[buidangnguyen05's solution](#)

190.

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation,

sortings

[buidangnguyen05's solution](#)

191.

1642C

[Great Sequence](#) · [Tutorial](#)

Quality: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[buidangnguyen05's solution](#)

192.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[buidangnguyen05's solution](#)

193.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[buidangnguyen05's solution](#)

194.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[buidangnguyen05's solution](#)

195.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2021-10-24 · last AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[buidangnguyen05's solution](#)

196.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[buidangnguyen05's solution](#)

197.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[buidangnguyen05's solution](#)

198.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[buidangnguyen05's solution](#)

199.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[buidangnguyen05's solution](#)

200.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[buidangnguyen05's solution](#)

201.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,471 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[buidangnguyen05's solution](#)

202.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[buidangnguyen05's solution](#)

203.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings
[buidangnguyen05's solution](#)

204.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,411 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[buidangnguyen05's solution](#)

205.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[buidangnguyen05's solution](#)

206.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,035 global accepts · Rating: 1200 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[buidangnguyen05's solution](#)

207.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[buidangnguyen05's solution](#)

208.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[buidangnguyen05's solution](#)

209.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[buidangnguyen05's solution](#)

210.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[buidangnguyen05's solution](#)

211.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[buidangnguyen05's solution](#)

212.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[buidangnguyen05's solution](#)

213.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[buidangnguyen05's solution](#)

214.

1650D

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

Quality: 14,726 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[buidangnguyen05's solution](#)

215.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[buidangnguyen05's solution](#)

216.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[buidangnguyen05's solution](#)

217.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[buidangnguyen05's solution](#)

218.

1617C

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

Quality: 15,998 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[buidangnguyen05's solution](#)

219.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[buidangnguyen05's solution](#)

220.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[buidangnguyen05's solution](#)

221.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[buidangnguyen05's solution](#)

222.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[buidangnguyen05's solution](#)

223.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[buidangnguyen05's solution](#)

224.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,426 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[buidangnguyen05's solution](#)

225.

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[buidangnguyen05's solution](#)

226.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[buidangnguyen05's solution](#)

227.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[buidangnguyen05's solution](#)

228.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[buidangnguyen05's solution](#)

229.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[buidangnguyen05's solution](#)

230.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[buidangnguyen05's solution](#)

231.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[buidangnguyen05's solution](#)

232.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[buidangnguyen05's solution](#)

233.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,851 global accepts · Rating: 1300 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[buidangnguyen05's solution](#)

234.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 28,000 global accepts · Rating: 1300 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[buidangnguyen05's solution](#)

235.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[buidangnguyen05's solution](#)

236.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[buidangnguyen05's solution](#)

237.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[buidangnguyen05's solution](#)

238.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[buidangnguyen05's solution](#)

239.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[buidangnguyen05's solution](#)

240.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[buidangnguyen05's solution](#)

241.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[buidangnguyen05's solution](#)

242.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[buidangnguyen05's solution](#)

243.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[buidangnguyen05's solution](#)

244.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,310 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[buidangnguyen05's solution](#)

245.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[buidangnguyen05's solution](#)

246.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[buidangnguyen05's solution](#)

247.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[buidangnguyen05's solution](#)

248.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[buidangnguyen05's solution](#)

249.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[buidangnguyen05's solution](#)

250.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[buidangnguyen05's solution](#)

251.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[buidangnguyen05's solution](#)

252.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[buidangnguyen05's solution](#)

253.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[buidangnguyen05's solution](#)

254.

1559D1

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

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[buidangnguyen05's solution](#)

255.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[buidangnguyen05's solution](#)

256.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[buidangnguyen05's solution](#)

257.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[buidangnguyen05's solution](#)

258.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[buidangnguyen05's solution](#)

259.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[buidangnguyen05's solution](#)

260.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[buidangnguyen05's solution](#)

261.

1631C

[And Matching](#) · [Tutorial](#)

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

[buidangnguyen05's solution](#)

262.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[buidangnguyen05's solution](#)

263.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[buidangnguyen05's solution](#)

264.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[buidangnguyen05's solution](#)

265.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,622 global accepts · Rating: 1500 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[buidangnguyen05's solution](#)

266.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[buidangnguyen05's solution](#)

267.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[buidangnguyen05's solution](#)

268.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[buidangnguyen05's solution](#)

269.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[buidangnguyen05's solution](#)

270.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[buidangnguyen05's solution](#)

271.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[buidangnguyen05's solution](#)

272.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[buidangnguyen05's solution](#)

273.

1546C

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

Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[buidangnguyen05's solution](#)

274.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[buidangnguyen05's solution](#)

275.

1542B

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

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[buidangnguyen05's solution](#)

276.

1526C1

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

Quality: 27,192 global accepts · Rating: 1500 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy
[buidangnguyen05's solution](#)

277.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory
[buidangnguyen05's solution](#)

278.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory
[buidangnguyen05's solution](#)

279.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms
[buidangnguyen05's solution](#)

280.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[buidangnguyen05's solution](#)

281.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[buidangnguyen05's solution](#)

282.

1920C

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

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[buidangnguyen05's solution](#)

283.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[buidangnguyen05's solution](#)

284.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[buidangnguyen05's solution](#)

285.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[buidangnguyen05's solution](#)

286.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees
[buidangnguyen05's solution](#)

287.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[buidangnguyen05's solution](#)

288.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[buidangnguyen05's solution](#)

289.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[buidangnguyen05's solution](#)

290.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math
[buidangnguyen05's solution](#)

291.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[buidangnguyen05's solution](#)

292.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[buidangnguyen05's solution](#)

293.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[buidangnguyen05's solution](#)

294.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[buidangnguyen05's solution](#)

295.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[buidangnguyen05's solution](#)

296.

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[buidangnguyen05's solution](#)

297.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[buidangnguyen05's solution](#)

298.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1600 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math
[buidangnguyen05's solution](#)

299.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[buidangnguyen05's solution](#)

300.

1255C

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

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[buidangnguyen05's solution](#)

301.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[buidangnguyen05's solution](#)

302.

1526C2

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

Quality: 29,765 global accepts · Rating: 1600 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[buidangnguyen05's solution](#)

303.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory
[buidangnguyen05's solution](#)

304.

2006A

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

Quality: 9,373 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[buidangnguyen05's solution](#)

305.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[buidangnguyen05's solution](#)

306.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[buidangnguyen05's solution](#)

307.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[buidangnguyen05's solution](#)

308.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[buidangnguyen05's solution](#)

309.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[buidangnguyen05's solution](#)

310.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[buidangnguyen05's solution](#)

311.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[buidangnguyen05's solution](#)

312.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,167 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[buidangnguyen05's solution](#)

313.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[buidangnguyen05's solution](#)

314.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[buidangnguyen05's solution](#)

315.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[buidangnguyen05's solution](#)

316.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · last AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[buidangnguyen05's solution](#)

317.

1629D

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

Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[buidangnguyen05's solution](#)

318.

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[buidangnguyen05's solution](#)

319.

1625C

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

Quality: 13,294 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[buidangnguyen05's solution](#)

320.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[buidangnguyen05's solution](#)

321.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[buidangnguyen05's solution](#)

322.

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[buidangnguyen05's solution](#)

323.

1157C2

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

Quality: 9,087 global accepts · Rating: 1700 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[buidangnguyen05's solution](#)

324.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[buidangnguyen05's solution](#)

325.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[buidangnguyen05's solution](#)

326.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[buidangnguyen05's solution](#)

327.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[buidangnguyen05's solution](#)

328.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[buidangnguyen05's solution](#)

329.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[buidangnguyen05's solution](#)

330.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[buidangnguyen05's solution](#)

331.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[buidangnguyen05's solution](#)

332.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2021-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[buidangnguyen05's solution](#)

333.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp
[buidangnguyen05's solution](#)

334.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[buidangnguyen05's solution](#)

335.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[buidangnguyen05's solution](#)

336.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
[buidangnguyen05's solution](#)

337.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
[buidangnguyen05's solution](#)

338.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[buidangnguyen05's solution](#)

339.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[buidangnguyen05's solution](#)

340.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings
[buidangnguyen05's solution](#)

341.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[buidangnguyen05's solution](#)

342.

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[buidangnguyen05's solution](#)

343.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[buidangnguyen05's solution](#)

344.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[buidangnguyen05's solution](#)

345.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[buidangnguyen05's solution](#)

346.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[buidangnguyen05's solution](#)

347.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: math, ternary search

[buidangnguyen05's solution](#)

348.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[buidangnguyen05's solution](#)

349.

1617D1

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

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[buidangnguyen05's solution](#)

350.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,536 global accepts · Rating: 1800 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[buidangnguyen05's solution](#)

351.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[buidangnguyen05's solution](#)

352.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[buidangnguyen05's solution](#)

353.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[buidangnguyen05's solution](#)

354.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings
[buidangnguyen05's solution](#)

355.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force
[buidangnguyen05's solution](#)

356.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-08-13 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[buidangnguyen05's solution](#)

357.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings
[buidangnguyen05's solution](#)

358.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[buidangnguyen05's solution](#)

359.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers
[buidangnguyen05's solution](#)

360.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[buidangnguyen05's solution](#)

361.

1549D

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

Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers
[buidangnguyen05's solution](#)

362.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[buidangnguyen05's solution](#)

363.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[buidangnguyen05's solution](#)

364.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[buidangnguyen05's solution](#)

365.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[buidangnguyen05's solution](#)

366.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[buidangnguyen05's solution](#)

367.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[buidangnguyen05's solution](#)

368.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[buidangnguyen05's solution](#)

369.

1118F1

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

Quality: 6,714 global accepts · Rating: 1800 · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[buidangnguyen05's solution](#)

370.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,812 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[buidangnguyen05's solution](#)

371.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[buidangnguyen05's solution](#)

372.

706D

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

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[buidangnguyen05's solution](#)

373.

1105D

[Kilani and the Game](#) · Tutorial

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[buidangnguyen05's solution](#)

374.

1920D

[Array Repetition](#) · Tutorial

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[buidangnguyen05's solution](#)

375.

1777D

[Score of a Tree](#) · Tutorial

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[buidangnguyen05's solution](#)

376.

1773K

[King's Puzzle](#) · Tutorial

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[buidangnguyen05's solution](#)

377.

1773A

[Amazing Trick](#) · Tutorial

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[buidangnguyen05's solution](#)

378.

1696D

[Permutation Graph](#) · Tutorial

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[buidangnguyen05's solution](#)

379.

1700D

[River Locks](#) · Tutorial

Quality: 6,995 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[buidangnguyen05's solution](#)

380.

1697D

[Guess The String](#) · Tutorial

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[buidangnguyen05's solution](#)

381.

1659D

[Reverse Sort Sum](#) · Tutorial

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[buidangnguyen05's solution](#)

382.

1661D

[Progressions Covering](#) · Tutorial

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[buidangnguyen05's solution](#)

383.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[buidangnguyen05's solution](#)

384.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[buidangnguyen05's solution](#)

385.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[buidangnguyen05's solution](#)

386.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[buidangnguyen05's solution](#)

387.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,415 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[buidangnguyen05's solution](#)

388.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[buidangnguyen05's solution](#)

389.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[buidangnguyen05's solution](#)

390.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[buidangnguyen05's solution](#)

391.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[buidangnguyen05's solution](#)

392.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[buidangnguyen05's solution](#)

393.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[buidangnguyen05's solution](#)

394.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[buidangnguyen05's solution](#)

395.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
[buidangnguyen05's solution](#)

396.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: math
[buidangnguyen05's solution](#)

397.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[buidangnguyen05's solution](#)

398.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2021-08-13 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dp
[buidangnguyen05's solution](#)

399.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, trees
[buidangnguyen05's solution](#)

400.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[buidangnguyen05's solution](#)

401.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math
[buidangnguyen05's solution](#)

402.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[buidangnguyen05's solution](#)

403.

1547F

[Array Stabilization \(GCD version\) · Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[buidangnguyen05's solution](#)

404.

20C

[Dijkstra? · Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[buidangnguyen05's solution](#)

405.

1307D

[Cow and Fields · Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[buidangnguyen05's solution](#)

406.

505C

[Mr. Kitayuta, the Treasure Hunter · Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2021-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[buidangnguyen05's solution](#)

407.

1032D

[Barcelonian Distance · Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[buidangnguyen05's solution](#)

408.

1285D

[Dr. Evil Underscores · Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2021-04-25 · last AC: 2021-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[buidangnguyen05's solution](#)

409.

1804D

[Accommodation · Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[buidangnguyen05's solution](#)

410.

2020E

[Expected Power · Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[buidangnguyen05's solution](#)

411.

1976D

[Invertible Bracket Sequences · Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[buidangnguyen05's solution](#)

412.

1951D

[Buying Jewels · Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[buidangnguyen05's solution](#)

413.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[buidangnguyen05's solution](#)

414.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[buidangnguyen05's solution](#)

415.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[buidangnguyen05's solution](#)

416.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[buidangnguyen05's solution](#)

417.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[buidangnguyen05's solution](#)

418.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[buidangnguyen05's solution](#)

419.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[buidangnguyen05's solution](#)

420.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[buidangnguyen05's solution](#)

421.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[buidangnguyen05's solution](#)

422.

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[buidangnguyen05's solution](#)

423.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[buidangnguyen05's solution](#)

424.

1642D

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

Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[buidangnguyen05's solution](#)

425.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[buidangnguyen05's solution](#)

426.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
[buidangnguyen05's solution](#)

427.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings
[buidangnguyen05's solution](#)

428.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
[buidangnguyen05's solution](#)

429.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[buidangnguyen05's solution](#)

430.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[buidangnguyen05's solution](#)

431.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp
[buidangnguyen05's solution](#)

432.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers
[buidangnguyen05's solution](#)

433.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[buidangnguyen05's solution](#)

434.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[buidangnguyen05's solution](#)

435.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[buidangnguyen05's solution](#)

436.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[buidangnguyen05's solution](#)

437.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[buidangnguyen05's solution](#)

438.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[buidangnguyen05's solution](#)

439.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[buidangnguyen05's solution](#)

440.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: math

[buidangnguyen05's solution](#)

441.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dp

[buidangnguyen05's solution](#)

442.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2000 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures

[buidangnguyen05's solution](#)

443.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[buidangnguyen05's solution](#)

444.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[buidangnguyen05's solution](#)

445.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2021-07-24 · last AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[buidangnguyen05's solution](#)

446.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dp
[buidangnguyen05's solution](#)

447.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[buidangnguyen05's solution](#)

448.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[buidangnguyen05's solution](#)

449.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[buidangnguyen05's solution](#)

450.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
[buidangnguyen05's solution](#)

451.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[buidangnguyen05's solution](#)

452.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[buidangnguyen05's solution](#)

453.

1790F

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

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[buidangnguyen05's solution](#)

454.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[buidangnguyen05's solution](#)

455.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, trees

[buidangnguyen05's solution](#)

456.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[buidangnguyen05's solution](#)

457.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,091 global accepts · Rating: 2100 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[buidangnguyen05's solution](#)

458.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[buidangnguyen05's solution](#)

459.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[buidangnguyen05's solution](#)

460.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers

[buidangnguyen05's solution](#)

461.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[buidangnguyen05's solution](#)

462.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[buidangnguyen05's solution](#)

463.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[buidangnguyen05's solution](#)

464.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[buidangnguyen05's solution](#)

465.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[buidangnguyen05's solution](#)

466.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[buidangnguyen05's solution](#)

467.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[buidangnguyen05's solution](#)

468.

1626D

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

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[buidangnguyen05's solution](#)

469.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[buidangnguyen05's solution](#)

470.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[buidangnguyen05's solution](#)

471.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[buidangnguyen05's solution](#)

472.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[buidangnguyen05's solution](#)

473.

1560F2

[Nearest Beautiful Number \(hard version\) · Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[buidangnguyen05's solution](#)

474.

766E

[Mahmoud and a xor trip · Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[buidangnguyen05's solution](#)

475.

321C

[Ciel the Commander · Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[buidangnguyen05's solution](#)

476.

319C

[Kalila and Dimna in the Logging Industry · Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[buidangnguyen05's solution](#)

477.

1312E

[Array Shrinking · Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[buidangnguyen05's solution](#)

478.

1204D2

[Kirk and a Binary String \(hard version\) · Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, strings

[buidangnguyen05's solution](#)

479.

466E

[Information Graph · Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[buidangnguyen05's solution](#)

480.

985E

[Pencils and Boxes · Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[buidangnguyen05's solution](#)

481.

2025E

[Card Game · Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[buidangnguyen05's solution](#)

482.

165E

[Compatible Numbers · Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[buidangnguyen05's solution](#)

483.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[buidangnguyen05's solution](#)

484.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[buidangnguyen05's solution](#)

485.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[buidangnguyen05's solution](#)

486.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[buidangnguyen05's solution](#)

487.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[buidangnguyen05's solution](#)

488.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[buidangnguyen05's solution](#)

489.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,992 global accepts · Rating: 2200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[buidangnguyen05's solution](#)

490.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[buidangnguyen05's solution](#)

491.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[buidangnguyen05's solution](#)

492.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[buidangnguyen05's solution](#)

493.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[buidangnguyen05's solution](#)

494.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,253 global accepts · Rating: 2200 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[buidangnguyen05's solution](#)

495.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
[buidangnguyen05's solution](#)

496.

1650F

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

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[buidangnguyen05's solution](#)

497.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[buidangnguyen05's solution](#)

498.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2021-07-22 · last AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers
[buidangnguyen05's solution](#)

499.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings
[buidangnguyen05's solution](#)

500.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[buidangnguyen05's solution](#)

501.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[buidangnguyen05's solution](#)

502.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[buidangnguyen05's solution](#)

503.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[buidangnguyen05's solution](#)

504.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, ternary search

[buidangnguyen05's solution](#)

505.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[buidangnguyen05's solution](#)

506.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[buidangnguyen05's solution](#)

507.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[buidangnguyen05's solution](#)

508.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[buidangnguyen05's solution](#)

509.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[buidangnguyen05's solution](#)

510.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[buidangnguyen05's solution](#)

511.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[buidangnguyen05's solution](#)

512.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[buidangnguyen05's solution](#)

513.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[buidangnguyen05's solution](#)

514.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[buidangnguyen05's solution](#)

515.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[buidangnguyen05's solution](#)

516.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[buidangnguyen05's solution](#)

517.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[buidangnguyen05's solution](#)

518.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[buidangnguyen05's solution](#)

519.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[buidangnguyen05's solution](#)

520.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[buidangnguyen05's solution](#)

521.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2021-04-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[buidangnguyen05's solution](#)

522.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft

[buidangnguyen05's solution](#)

523.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[buidangnguyen05's solution](#)

524.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
[buidangnguyen05's solution](#)

525.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[buidangnguyen05's solution](#)

526.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[buidangnguyen05's solution](#)

527.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees
[buidangnguyen05's solution](#)

528.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
[buidangnguyen05's solution](#)

529.

1633E

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

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-01 · last AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
[buidangnguyen05's solution](#)

530.

1617D2

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

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math
[buidangnguyen05's solution](#)

531.

1591E

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

Rating: 2400 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[buidangnguyen05's solution](#)

532.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees
[buidangnguyen05's solution](#)

533.

1582F2

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

Quality: 2,100 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[buidangnguyen05's solution](#)

534.

375D

[Tree and Queries · Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[buidangnguyen05's solution](#)

535.

342E

[Xenia and Tree · Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[buidangnguyen05's solution](#)

536.

1093E

[Intersection of Permutations · Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[buidangnguyen05's solution](#)

537.

2026E

[Best Subsequence · Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[buidangnguyen05's solution](#)

538.

1920F1

[Smooth Sailing \(Easy Version\) · Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[buidangnguyen05's solution](#)

539.

1903F

[Babysitting · Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[buidangnguyen05's solution](#)

540.

1251F

[Red-White Fence · Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[buidangnguyen05's solution](#)

541.

53E

[Dead Ends · Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[buidangnguyen05's solution](#)

542.

360C

[Levko and Strings · Tutorial](#)

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2021-10-23 · last AC: 2021-10-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[buidangnguyen05's solution](#)

543.

55D

[Beautiful numbers](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
[buidangnguyen05's solution](#)

544.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees
[buidangnguyen05's solution](#)

545.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[buidangnguyen05's solution](#)

546.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[buidangnguyen05's solution](#)

547.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer
[buidangnguyen05's solution](#)

548.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[buidangnguyen05's solution](#)

549.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[buidangnguyen05's solution](#)

550.

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[buidangnguyen05's solution](#)

551.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[buidangnguyen05's solution](#)

552.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing
[buidangnguyen05's solution](#)

553.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2021-07-27 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[buidangnguyen05's solution](#)

554.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs
[buidangnguyen05's solution](#)

555.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[buidangnguyen05's solution](#)

556.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2022-04-11 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[buidangnguyen05's solution](#)

557.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
[buidangnguyen05's solution](#)

558.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs
[buidangnguyen05's solution](#)

559.

1578K

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

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, implementation
[buidangnguyen05's solution](#)

560.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive
[buidangnguyen05's solution](#)

561.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dsu
[buidangnguyen05's solution](#)

562.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[buidangnguyen05's solution](#)

563.

573E

[Bear and Bowling](#) · Tutorial

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[buidangnguyen05's solution](#)

564.

1952C

[They Have Fooled](#) · Tutorial

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules
[buidangnguyen05's solution](#)

565.

1952B

[Is it stated?](#) · Tutorial

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[buidangnguyen05's solution](#)

566.

1952A

[Are You a Robot, Again?](#) · Tutorial

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: *special, strings
[buidangnguyen05's solution](#)

567.

101653Q

[Number Game](#) · Tutorial

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[buidangnguyen05's solution](#)

568.

101653W

[Wormhole](#) · Tutorial

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
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569.

101653S

[Ranked Choice](#) · Tutorial

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[buidangnguyen05's solution](#)

570.

101653T

[Runes](#) · Tutorial

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[buidangnguyen05's solution](#)

571.

101653O

[Diamonds](#) · Tutorial

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
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572.

101653X

[Wrench](#) · Tutorial

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
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573.

101653R

[Ramp Number](#) · Tutorial

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
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574.

101653U

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Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —
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575.

101653M

[Polyhedra](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —
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576.

101653N

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577.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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578.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[buidangnguyen05's solution](#)

579.

103562G

[Radiant Ruby](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[buidangnguyen05's solution](#)

580.

391E2

[Three Trees](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2021-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[buidangnguyen05's solution](#)

581.

391E1

[Three Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: — · first AC: 2021-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[buidangnguyen05's solution](#)

582.

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —
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583.

102078A

[Pictionary](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[buidangnguyen05's solution](#)