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Unique solved — cSERAFIMc

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

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Filters: none

Count: 595

- 1.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,507 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[cSERAFIMc's solution](#)
- 2.**
2164A
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Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
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- 3.**
2161A
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- 4.**
2162A
[Beautiful Average](#) · [Tutorial](#)
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- 5.**
2130A
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- 6.**
2057A
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- 7.**
2053A
[Tender Carpenter](#) · [Tutorial](#)
Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math
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- 8.**
2039A
[Shohag Loves Mod](#) · [Tutorial](#)
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- 9.**
2029A
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2035A
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11.

1991A

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12.

1987A

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13.

1984A

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14.

1975A

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15.

1928A

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16.

1920A

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17.

1919B

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18.

1919A

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19.

1916A

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Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
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20.

1896A

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[cSERAFIMc's solution](#)

21.

1894A

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22.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

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23.

1895A

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Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math
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24.

1890B

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25.

1890A

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26.

1861A

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Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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27.

1863A

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Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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28.

1858A

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29.

1856A

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30.

1855A

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31.

1849A

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Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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- 32.**
1853A
[Desorting](#) · [Tutorial](#)
Quality: 56,075 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
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- 33.**
1847A
[The Man who became a God](#) · [Tutorial](#)
Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[cSERAFIMc's solution](#)
- 34.**
1845A
[Forbidden Integer](#) · [Tutorial](#)
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- 35.**
1842A
[Tenzing and Tsondu](#) · [Tutorial](#)
Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math
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- 36.**
1841A
[Game with Board](#) · [Tutorial](#)
Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[cSERAFIMc's solution](#)
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1840A
[Cipher Shifer](#) · [Tutorial](#)
Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings, two pointers
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1838A
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Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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- 39.**
1839A
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Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[cSERAFIMc's solution](#)
- 40.**
1833C
[Vlad Building Beautiful Array](#) · [Tutorial](#)
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[cSERAFIMc's solution](#)
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1833A
[Musical Puzzle](#) · [Tutorial](#)
Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[cSERAFIMc's solution](#)
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1831A
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Quality: 46,321 global accepts · Rating: 800 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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43.

1837A

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Quality: 54,858 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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44.

1818A

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45.

1816A

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46.

1810B

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47.

1810A

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48.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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49.

1790A

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50.

1782A

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51.

1712B

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[cSERAFIMc's solution](#)

52.

1712A

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Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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53.

1713A

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54.

1716B

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55.

1716A

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56.

1704A

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57.

1711A

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Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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58.

1709A

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59.

1706A

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60.

1708A

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61.

1705A

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62.

1703C

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63.

1703B

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64.

1703A

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65.

1702B

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66.

1702A

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67.

1692C

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68.

1692B

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69.

1692A

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70.

1698A

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71.

1680B

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72.

1680A

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73.

1652B

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74.

1652A

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75.

1620A

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76.

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77.

1583A

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78.

1593A

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79.

1594A

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80.

1592A

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81.

1579A

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Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

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82.

1573A

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Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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83.

1562A

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84.

1504A

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Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

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85.

1560C

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Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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86.

1560B

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87.

1560A

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88.

1557A

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89.

1554A

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90.

1551B1

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91.

1551A

[Polycarp and Coins · Tutorial](#)

Quality: 58,364 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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92.

1385A

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93.

1512A

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[cSERAFIMc's solution](#)

94.

1553A

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95.

1353A

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[cSERAFIMc's solution](#)

96.

1530B

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97.

1530A

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98.

1348A

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[cSERAFIMc's solution](#)

99.

1454B

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100.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cSERAFIMc's solution](#)

101.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[cSERAFIMc's solution](#)

102.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[cSERAFIMc's solution](#)

103.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cSERAFIMc's solution](#)

104.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cSERAFIMc's solution](#)

105.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[cSERAFIMc's solution](#)

106.

1154A

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

Quality: 87,077 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: math
[cSERAFIMc's solution](#)

107.

1538B

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

Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cSERAFIMc's solution](#)

108.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[cSERAFIMc's solution](#)

109.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,558 global accepts · Rating: 800 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

110.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,109 global accepts · Rating: 800 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[cSERAFIMc's solution](#)

111.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cSERAFIMc's solution](#)

112.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[cSERAFIMc's solution](#)

113.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-05-05 · Python 3 (first AC) · Tags: brute force, math, number theory

[cSERAFIMc's solution](#)

114.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,465 global accepts · Rating: 800 · first AC: 2021-05-05 · Python 3 (first AC) · Tags: brute force, implementation

[cSERAFIMc's solution](#)

115.

1519B

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

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · Python 3 (first AC) · Tags: dp, math

[cSERAFIMc's solution](#)

116.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

117.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-03-25 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

118.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,098 global accepts · Rating: 800 · first AC: 2021-03-17 · Python 3 (first AC) · Tags: brute force, data structures, greedy, sortings

[cSERAFIMc's solution](#)

119.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2021-03-14 · Python 3 (first AC) · Tags: greedy, implementation, sortings
[cSERAFIMc's solution](#)

120.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2021-03-11 · Python 3 (first AC) · Tags: brute force, implementation
[cSERAFIMc's solution](#)

121.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · Python 3 (first AC) · Tags: constructive algorithms, greedy
[cSERAFIMc's solution](#)

122.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,678 global accepts · Rating: 800 · first AC: 2021-03-04 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

123.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2021-03-03 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

124.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2021-03-01 · Python 3 (first AC) · Tags: brute force, greedy, implementation
[cSERAFIMc's solution](#)

125.

1491A

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

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · Python 3 (first AC) · Tags: brute force, greedy, implementation
[cSERAFIMc's solution](#)

126.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2021-02-22 · Python 3 (first AC) · Tags: brute force, implementation
[cSERAFIMc's solution](#)

127.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-22 · Python 3 (first AC) · Tags: games, greedy, strings
[cSERAFIMc's solution](#)

128.

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2021-02-20 · Python 3 (first AC) · Tags: greedy, math
[cSERAFIMc's solution](#)

129.

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2021-02-20 · Python 3 (first AC) · Tags: brute force, implementation
[cSERAFIMc's solution](#)

130.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2021-02-19 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

131.

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2021-02-19 · Python 3 (first AC) · Tags: math, sortings

[cSERAFIMc's solution](#)

132.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,014 global accepts · Rating: 800 · first AC: 2021-02-18 · Python 3 (first AC) · Tags: brute force, greedy

[cSERAFIMc's solution](#)

133.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,415 global accepts · Rating: 800 · first AC: 2021-02-17 · Python 3 (first AC) · Tags: implementation, sortings, strings

[cSERAFIMc's solution](#)

134.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-17 · Python 3 (first AC) · Tags: greedy, strings

[cSERAFIMc's solution](#)

135.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-16 · Python 3 (first AC) · Tags: greedy, math

[cSERAFIMc's solution](#)

136.

1474A

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Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · Python 3 (first AC) · Tags: greedy

[cSERAFIMc's solution](#)

137.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2021-01-19 · Python 3 (first AC) · Tags: brute force, implementation

[cSERAFIMc's solution](#)

138.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-19 · Python 3 (first AC) · Tags: greedy, implementation, math, sortings

[cSERAFIMc's solution](#)

139.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2021-01-17 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

140.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2021-01-16 · Python 3 (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

141.

1223A

[CME](#) · [Tutorial](#)

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[cSERAFIMc's solution](#)

142.

1180A

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

Quality: 27,428 global accepts · Rating: 800 · first AC: 2021-01-13 · Python 3 (first AC) · Tags: dp, implementation, math

[cSERAFIMc's solution](#)

143.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2021-01-12 · Python 3 (first AC) · Tags: sortings

[cSERAFIMc's solution](#)

144.

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2021-01-12 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

145.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2021-01-11 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math

[cSERAFIMc's solution](#)

146.

1003A

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

Quality: 29,985 global accepts · Rating: 800 · first AC: 2021-01-11 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

147.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2021-01-04 · last AC: 2021-01-04 · Python 3 (first AC) · Tags: dp, greedy, math

[cSERAFIMc's solution](#)

148.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-01-04 · Python 3 (first AC) · Tags: greedy, math

[cSERAFIMc's solution](#)

149.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2021-01-02 · Python 3 (first AC) · Tags: greedy, math

[cSERAFIMc's solution](#)

150.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2021-01-02 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

151.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · Python 3 (first AC) · Tags: dp, greedy

[cSERAFIMc's solution](#)

152.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · Python 3 (first AC) · Tags: brute force, geometry, math
[cSERAFIMc's solution](#)

153.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2020-12-29 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

154.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2020-12-29 · Python 3 (first AC) · Tags: implementation, math
[cSERAFIMc's solution](#)

155.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2020-12-29 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

156.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,769 global accepts · Rating: 800 · first AC: 2020-12-28 · Python 3 (first AC) · Tags: expression parsing, implementation
[cSERAFIMc's solution](#)

157.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,322 global accepts · Rating: 800 · first AC: 2020-12-28 · Python 3 (first AC) · Tags: brute force
[cSERAFIMc's solution](#)

158.

686A

[Free Ice Cream](#) · [Tutorial](#)

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[cSERAFIMc's solution](#)

159.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-12-27 · Python 3 (first AC) · Tags: math
[cSERAFIMc's solution](#)

160.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-12-27 · Python 3 (first AC) · Tags: implementation, strings
[cSERAFIMc's solution](#)

161.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-12-27 · Python 3 (first AC) · Tags: geometry, greedy, math, number theory
[cSERAFIMc's solution](#)

162.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2020-12-27 · Python 3 (first AC) · Tags: math
[cSERAFIMc's solution](#)

163.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-12-26 · Python 3 (first AC) · Tags: games, greedy, sortings

[cSERAFIMc's solution](#)

164.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2020-12-26 · Python 3 (first AC) · Tags: implementation, sortings, strings

[cSERAFIMc's solution](#)

165.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2020-12-24 · Python 3 (first AC) · Tags: greedy, strings

[cSERAFIMc's solution](#)

166.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,812 global accepts · Rating: 800 · first AC: 2020-12-24 · Python 3 (first AC) · Tags: implementation, math, number theory

[cSERAFIMc's solution](#)

167.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-12-22 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

168.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2020-12-21 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math

[cSERAFIMc's solution](#)

169.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2020-12-21 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

170.

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 800 · first AC: 2020-12-20 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

171.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,440 global accepts · Rating: 800 · first AC: 2020-12-18 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

172.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,031 global accepts · Rating: 800 · first AC: 2020-12-18 · Python 3 (first AC) · Tags: dp, greedy, implementation

[cSERAFIMc's solution](#)

173.

1285A

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

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-12-17 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

174.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2020-12-16 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math
[cSERAFIMc's solution](#)

175.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-12-16 · Python 3 (first AC) · Tags: geometry, math
[cSERAFIMc's solution](#)

176.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 800 · first AC: 2020-12-15 · Python 3 (first AC) · Tags: dp, implementation, strings
[cSERAFIMc's solution](#)

177.

1462A

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

Quality: 48,979 global accepts · Rating: 800 · first AC: 2020-12-15 · Python 3 (first AC) · Tags: implementation, two pointers
[cSERAFIMc's solution](#)

178.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-12-15 · Python 3 (first AC) · Tags: constructive algorithms, strings
[cSERAFIMc's solution](#)

179.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2020-12-15 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

180.

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2020-12-15 · Python 3 (first AC) · Tags: brute force
[cSERAFIMc's solution](#)

181.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,688 global accepts · Rating: 800 · first AC: 2020-12-14 · Python 3 (first AC) · Tags: math, probabilities
[cSERAFIMc's solution](#)

182.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2020-12-14 · Python 3 (first AC) · Tags: implementation, math
[cSERAFIMc's solution](#)

183.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-12-14 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math
[cSERAFIMc's solution](#)

184.

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2020-12-14 · Python 3 (first AC) · Tags: constructive algorithms, probabilities
[cSERAFIMc's solution](#)

185.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2020-12-13 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

186.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2020-12-12 · Python 3 (first AC) · Tags: brute force, implementation

[cSERAFIMc's solution](#)

187.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,537 global accepts · Rating: 800 · first AC: 2020-12-12 · Python 3 (first AC) · Tags: number theory

[cSERAFIMc's solution](#)

188.

1186A

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

Quality: 42,463 global accepts · Rating: 800 · first AC: 2020-12-12 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

189.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,210 global accepts · Rating: 800 · first AC: 2020-12-11 · last AC: 2020-12-11 · Python 3 (first AC) · Tags: constructive algorithms, greedy, number theory

[cSERAFIMc's solution](#)

190.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,796 global accepts · Rating: 800 · first AC: 2020-12-11 · Python 3 (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

191.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,304 global accepts · Rating: 800 · first AC: 2020-12-11 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

192.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,839 global accepts · Rating: 800 · first AC: 2020-12-10 · Python 3 (first AC) · Tags: greedy, implementation, two pointers

[cSERAFIMc's solution](#)

193.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2020-12-09 · Python 3 (first AC) · Tags: games, math

[cSERAFIMc's solution](#)

194.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-12-09 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[cSERAFIMc's solution](#)

195.

1337A

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

Quality: 42,914 global accepts · Rating: 800 · first AC: 2020-12-08 · Python 3 (first AC) · Tags: constructive algorithms, math

[cSERAFIMc's solution](#)

196.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,237 global accepts · Rating: 800 · first AC: 2020-12-08 · Python 3 (first AC) · Tags: brute force, implementation
[cSERAFIMc's solution](#)

197.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,659 global accepts · Rating: 800 · first AC: 2020-12-08 · Python 3 (first AC) · Tags: implementation, math
[cSERAFIMc's solution](#)

198.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2020-12-07 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

199.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2020-12-07 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

200.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-12-07 · Python 3 (first AC) · Tags: geometry, math
[cSERAFIMc's solution](#)

201.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2020-12-07 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

202.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · Python 3 (first AC) · Tags: constructive algorithms, sortings
[cSERAFIMc's solution](#)

203.

1097A

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

Quality: 43,812 global accepts · Rating: 800 · first AC: 2020-12-05 · Python 3 (first AC) · Tags: brute force, implementation
[cSERAFIMc's solution](#)

204.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-12-05 · last AC: 2020-12-05 · Python 3 (first AC) · Tags: math
[cSERAFIMc's solution](#)

205.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 800 · first AC: 2020-12-04 · Python 3 (first AC) · Tags: greedy, implementation, math
[cSERAFIMc's solution](#)

206.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-12-04 · Python 3 (first AC) · Tags: greedy, math
[cSERAFIMc's solution](#)

207.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2020-12-04 · Python 3 (first AC) · Tags: brute force, implementation

[cSERAFIMc's solution](#)

208.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,275 global accepts · Rating: 800 · first AC: 2020-12-04 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

209.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-12-03 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

210.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,485 global accepts · Rating: 800 · first AC: 2020-12-03 · Python 3 (first AC) · Tags: greedy, implementation, math, number theory

[cSERAFIMc's solution](#)

211.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,098 global accepts · Rating: 800 · first AC: 2020-12-01 · Python 3 (first AC) · Tags: greedy, implementation, math, number theory

[cSERAFIMc's solution](#)

212.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · Python 3 (first AC) · Tags: math, number theory

[cSERAFIMc's solution](#)

213.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,029 global accepts · Rating: 800 · first AC: 2020-11-30 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[cSERAFIMc's solution](#)

214.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,595 global accepts · Rating: 800 · first AC: 2020-11-30 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

215.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,953 global accepts · Rating: 800 · first AC: 2020-11-30 · Python 3 (first AC) · Tags: greedy, math

[cSERAFIMc's solution](#)

216.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-11-29 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

217.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2020-11-29 · Python 3 (first AC) · Tags: greedy, math

[cSERAFIMc's solution](#)

218.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-11-29 · Python 3 (first AC) · Tags: greedy

[cSERAFIMc's solution](#)

219.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,870 global accepts · Rating: 800 · first AC: 2020-11-29 · Python 3 (first AC) · Tags: brute force, math

[cSERAFIMc's solution](#)

220.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-11-27 · Python 3 (first AC) · Tags: greedy, sortings

[cSERAFIMc's solution](#)

221.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,511 global accepts · Rating: 800 · first AC: 2020-11-27 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[cSERAFIMc's solution](#)

222.

758A

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

Quality: 75,316 global accepts · Rating: 800 · first AC: 2020-11-26 · Python 3 (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

223.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,731 global accepts · Rating: 800 · first AC: 2020-11-25 · Python 3 (first AC) · Tags: implementation, math, sortings

[cSERAFIMc's solution](#)

224.

427A

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Quality: 97,249 global accepts · Rating: 800 · first AC: 2020-11-25 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

225.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-11-25 · Python 3 (first AC) · Tags: implementation, strings

[cSERAFIMc's solution](#)

226.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,436 global accepts · Rating: 800 · first AC: 2020-11-24 · Python 3 (first AC) · Tags: greedy, math

[cSERAFIMc's solution](#)

227.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,153 global accepts · Rating: 800 · first AC: 2020-11-24 · Python 3 (first AC) · Tags: constructive algorithms, math

[cSERAFIMc's solution](#)

228.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,847 global accepts · Rating: 800 · first AC: 2020-11-23 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[cSERAFIMc's solution](#)

229.

155A

[I love %username% · Tutorial](#)

Quality: 93,678 global accepts · Rating: 800 · first AC: 2020-11-23 · Python 3 (first AC) · Tags: brute force

[cSERAFIMc's solution](#)

230.

1399A

[Remove Smallest · Tutorial](#)

Quality: 80,612 global accepts · Rating: 800 · first AC: 2020-11-23 · Python 3 (first AC) · Tags: greedy, sortings

[cSERAFIMc's solution](#)

231.

750A

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Quality: 92,566 global accepts · Rating: 800 · first AC: 2020-11-22 · Python 3 (first AC) · Tags: binary search, brute force, implementation, math

[cSERAFIMc's solution](#)

232.

581A

[Vasya the Hipster · Tutorial](#)

Quality: 84,971 global accepts · Rating: 800 · first AC: 2020-11-22 · Python 3 (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

233.

1352A

[Sum of Round Numbers · Tutorial](#)

Quality: 104,151 global accepts · Rating: 800 · first AC: 2020-11-22 · Python 3 (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

234.

1451A

[Subtract or Divide · Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · Python 3 (first AC) · Tags: greedy, math

[cSERAFIMc's solution](#)

235.

472A

[Design Tutorial: Learn from Math · Tutorial](#)

Quality: 70,783 global accepts · Rating: 800 · first AC: 2020-11-21 · Python 3 (first AC) · Tags: math, number theory

[cSERAFIMc's solution](#)

236.

510A

[Fox And Snake · Tutorial](#)

Quality: 105,949 global accepts · Rating: 800 · first AC: 2020-11-21 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

237.

996A

[Hit the Lottery · Tutorial](#)

Quality: 118,389 global accepts · Rating: 800 · first AC: 2020-11-20 · Python 3 (first AC) · Tags: dp, greedy

[cSERAFIMc's solution](#)

238.

1335A

[Candies and Two Sisters · Tutorial](#)

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[cSERAFIMc's solution](#)

239.

520A

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Quality: 127,553 global accepts · Rating: 800 · first AC: 2020-11-20 · Python 3 (first AC) · Tags: implementation, strings

[cSERAFIMc's solution](#)

240.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · Python 3 (first AC) · Tags: greedy

[cSERAFIMc's solution](#)

241.

1452A

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Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

242.

268A

[Games](#) · [Tutorial](#)

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[cSERAFIMc's solution](#)

243.

785A

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

Quality: 110,974 global accepts · Rating: 800 · first AC: 2020-11-19 · Python 3 (first AC) · Tags: implementation, strings

[cSERAFIMc's solution](#)

244.

1328A

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

Quality: 131,930 global accepts · Rating: 800 · first AC: 2020-11-19 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

245.

144A

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[cSERAFIMc's solution](#)

246.

443A

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Quality: 112,082 global accepts · Rating: 800 · first AC: 2020-11-18 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[cSERAFIMc's solution](#)

247.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · Python 3 (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

248.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,835 global accepts · Rating: 800 · first AC: 2020-11-17 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

249.

469A

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Quality: 121,224 global accepts · Rating: 800 · first AC: 2020-11-17 · Python 3 (first AC) · Tags: greedy, implementation

[cSERAFIMc's solution](#)

250.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,418 global accepts · Rating: 800 · first AC: 2020-11-17 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[cSERAFIMc's solution](#)

251.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,444 global accepts · Rating: 800 · first AC: 2020-11-16 · Python 3 (first AC) · Tags: implementation, math
[cSERAFIMc's solution](#)

252.

61A

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Quality: 136,230 global accepts · Rating: 800 · first AC: 2020-11-16 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

253.

486A

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

Quality: 154,170 global accepts · Rating: 800 · first AC: 2020-11-15 · Python 3 (first AC) · Tags: implementation, math
[cSERAFIMc's solution](#)

254.

705A

[Hulk](#) · [Tutorial](#)

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[cSERAFIMc's solution](#)

255.

1030A

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

Quality: 171,496 global accepts · Rating: 800 · first AC: 2020-11-15 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

256.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2020-11-04 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

257.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,674 global accepts · Rating: 800 · first AC: 2020-11-03 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

258.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,771 global accepts · Rating: 800 · first AC: 2020-11-03 · Python 3 (first AC) · Tags: brute force
[cSERAFIMc's solution](#)

259.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,972 global accepts · Rating: 800 · first AC: 2020-11-03 · Python 3 (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

260.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,683 global accepts · Rating: 800 · first AC: 2020-11-02 · Python 3 (first AC) · Tags: constructive algorithms, math
[cSERAFIMc's solution](#)

261.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,572 global accepts · Rating: 800 · first AC: 2020-11-02 · Python 3 (first AC) · Tags: implementation, strings
[cSERAFIMc's solution](#)

262.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,493 global accepts · Rating: 800 · first AC: 2020-11-02 · Python 3 (first AC) · Tags: implementation, strings

[cSERAFIMc's solution](#)

263.

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2020-11-01 · Python 3 (first AC) · Tags: greedy, sortings

[cSERAFIMc's solution](#)

264.

110A

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Quality: 199,536 global accepts · Rating: 800 · first AC: 2020-11-01 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

265.

59A

[Word](#) · [Tutorial](#)

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[cSERAFIMc's solution](#)

266.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,196 global accepts · Rating: 800 · first AC: 2020-10-31 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

267.

977A

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

Quality: 217,535 global accepts · Rating: 800 · first AC: 2020-10-31 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

268.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2020-10-30 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

269.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,256 global accepts · Rating: 800 · first AC: 2020-10-30 · Python 3 (first AC) · Tags: brute force, implementation, math

[cSERAFIMc's solution](#)

270.

791A

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

Quality: 257,289 global accepts · Rating: 800 · first AC: 2020-10-29 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

271.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,101 global accepts · Rating: 800 · first AC: 2020-10-29 · Python 3 (first AC) · Tags: brute force, implementation, strings

[cSERAFIMc's solution](#)

272.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,624 global accepts · Rating: 800 · first AC: 2020-10-28 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

273.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,046 global accepts · Rating: 800 · first AC: 2020-10-28 · Python 3 (first AC) · Tags: implementation, strings

[cSERAFIMc's solution](#)

274.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,423 global accepts · Rating: 800 · first AC: 2020-10-28 · Python 3 (first AC) · Tags: greedy, implementation, sortings, strings

[cSERAFIMc's solution](#)

275.

263A

[Beautiful Matrix](#) · [Tutorial](#)

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[cSERAFIMc's solution](#)

276.

112A

[Petya and Strings](#) · [Tutorial](#)

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[cSERAFIMc's solution](#)

277.

282A

[Bit++](#) · [Tutorial](#)

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278.

50A

[Domino piling](#) · [Tutorial](#)

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[cSERAFIMc's solution](#)

279.

158A

[Next Round](#) · [Tutorial](#)

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[cSERAFIMc's solution](#)

280.

231A

[Team](#) · [Tutorial](#)

Quality: 430,354 global accepts · Rating: 800 · first AC: 2020-10-26 · Python 3 (first AC) · Tags: brute force, greedy

[cSERAFIMc's solution](#)

281.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,372 global accepts · Rating: 800 · first AC: 2020-10-25 · Python 3 (first AC) · Tags: strings

[cSERAFIMc's solution](#)

282.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,018 global accepts · Rating: 800 · first AC: 2020-10-25 · Python 3 (first AC) · Tags: brute force, math

[cSERAFIMc's solution](#)

283.

1413A

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Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-25 · Python 3 (first AC) · Tags: constructive algorithms, math

[cSERAFIMc's solution](#)

284.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · Python 3 (first AC) · Tags: math

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285.

2157B

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Quality: 12,902 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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286.

2035B

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Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cSERAFIMc's solution](#)

287.

1988B

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Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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288.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[cSERAFIMc's solution](#)

289.

1896B

[AB Flipping](#) · [Tutorial](#)

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[cSERAFIMc's solution](#)

290.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

291.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[cSERAFIMc's solution](#)

292.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[cSERAFIMc's solution](#)

293.

1833B

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Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cSERAFIMc's solution](#)

294.

1837B

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

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[cSERAFIMc's solution](#)

295.

1818B

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Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cSERAFIMc's solution](#)

296.

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation

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297.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cSERAFIMc's solution](#)

298.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[cSERAFIMc's solution](#)

299.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[cSERAFIMc's solution](#)

300.

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,600 global accepts · Rating: 900 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cSERAFIMc's solution](#)

301.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,266 global accepts · Rating: 900 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[cSERAFIMc's solution](#)

302.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,848 global accepts · Rating: 900 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cSERAFIMc's solution](#)

303.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[cSERAFIMc's solution](#)

304.

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

[cSERAFIMc's solution](#)

305.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[cSERAFIMc's solution](#)

306.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,594 global accepts · Rating: 900 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: math
[cSERAFIMc's solution](#)

307.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[cSERAFIMc's solution](#)

308.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

309.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,922 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cSERAFIMc's solution](#)

310.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,500 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[cSERAFIMc's solution](#)

311.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[cSERAFIMc's solution](#)

312.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,322 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[cSERAFIMc's solution](#)

313.

1238A

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

Quality: 28,067 global accepts · Rating: 900 · first AC: 2021-03-15 · Python 3 (first AC) · Tags: math, number theory
[cSERAFIMc's solution](#)

314.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2021-01-17 · Python 3 (first AC) · Tags: brute force, greedy
[cSERAFIMc's solution](#)

315.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2021-01-17 · Python 3 (first AC) · Tags: greedy, implementation
[cSERAFIMc's solution](#)

316.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2021-01-15 · MS C++ 2017 (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

317.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2021-01-15 · Python 3 (first AC) · Tags: greedy, implementation

[cSERAFIMc's solution](#)

318.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,604 global accepts · Rating: 900 · first AC: 2021-01-12 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

319.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2021-01-11 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[cSERAFIMc's solution](#)

320.

1471A

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

Quality: 38,220 global accepts · Rating: 900 · first AC: 2021-01-05 · Python 3 (first AC) · Tags: greedy, math, number theory

[cSERAFIMc's solution](#)

321.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2021-01-02 · Python 3 (first AC) · Tags: greedy

[cSERAFIMc's solution](#)

322.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-12-26 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

323.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-12-24 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

324.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,035 global accepts · Rating: 900 · first AC: 2020-12-23 · Python 3 (first AC) · Tags: greedy, sortings

[cSERAFIMc's solution](#)

325.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-12-23 · Python 3 (first AC) · Tags: constructive algorithms, math

[cSERAFIMc's solution](#)

326.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-12-22 · Python 3 (first AC) · Tags: games

[cSERAFIMc's solution](#)

327.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,991 global accepts · Rating: 900 · first AC: 2020-12-17 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[cSERAFIMc's solution](#)

328.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2020-12-15 · Python 3 (first AC) · Tags: brute force, greedy, math

[cSERAFIMc's solution](#)

329.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-12-13 · Python 3 (first AC) · Tags: brute force, dp, implementation, math

[cSERAFIMc's solution](#)

330.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,394 global accepts · Rating: 900 · first AC: 2020-12-10 · Python 3 (first AC) · Tags: greedy

[cSERAFIMc's solution](#)

331.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-12-10 · Python 3 (first AC) · Tags: greedy, implementation, math

[cSERAFIMc's solution](#)

332.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,051 global accepts · Rating: 900 · first AC: 2020-11-27 · Python 3 (first AC) · Tags: implementation, number theory

[cSERAFIMc's solution](#)

333.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,028 global accepts · Rating: 900 · first AC: 2020-11-26 · Python 3 (first AC) · Tags: brute force, implementation, math

[cSERAFIMc's solution](#)

334.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2020-11-16 · Python 3 (first AC) · Tags: strings

[cSERAFIMc's solution](#)

335.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,135 global accepts · Rating: 900 · first AC: 2020-11-15 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

336.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,707 global accepts · Rating: 900 · first AC: 2020-11-04 · Python 3 (first AC) · Tags: brute force, dp, implementation

[cSERAFIMc's solution](#)

337.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2020-11-02 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

338.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · Python 3 (first AC) · Tags: greedy, math

[cSERAFIMc's solution](#)

339.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2020-11-01 · Python 3 (first AC) · Tags: greedy, sortings

[cSERAFIMc's solution](#)

340.

96A

[Football](#) · [Tutorial](#)

Quality: 193,676 global accepts · Rating: 900 · first AC: 2020-10-29 · Python 3 (first AC) · Tags: implementation, strings

[cSERAFIMc's solution](#)

341.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cSERAFIMc's solution](#)

342.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[cSERAFIMc's solution](#)

343.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cSERAFIMc's solution](#)

344.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[cSERAFIMc's solution](#)

345.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cSERAFIMc's solution](#)

346.

1975B

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

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

[cSERAFIMc's solution](#)

347.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[cSERAFIMc's solution](#)

348.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cSERAFIMc's solution](#)

349.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[cSERAFIMc's solution](#)

350.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cSERAFIMc's solution](#)

351.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,388 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[cSERAFIMc's solution](#)

352.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers

[cSERAFIMc's solution](#)

353.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

354.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,588 global accepts · Rating: 1000 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[cSERAFIMc's solution](#)

355.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cSERAFIMc's solution](#)

356.

1837C

[Best Binary String](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cSERAFIMc's solution](#)

357.

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cSERAFIMc's solution](#)

358.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[cSERAFIMc's solution](#)

359.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[cSERAFIMc's solution](#)

360.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[cSERAFIMc's solution](#)

361.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[cSERAFIMc's solution](#)

362.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cSERAFIMc's solution](#)

363.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
[cSERAFIMc's solution](#)

364.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[cSERAFIMc's solution](#)

365.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[cSERAFIMc's solution](#)

366.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[cSERAFIMc's solution](#)

367.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cSERAFIMc's solution](#)

368.

450A

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

Quality: 44,426 global accepts · Rating: 1000 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

369.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,709 global accepts · Rating: 1000 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation
[cSERAFIMc's solution](#)

370.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,506 global accepts · Rating: 1000 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[cSERAFIMc's solution](#)

371.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,406 global accepts · Rating: 1000 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cSERAFIMc's solution](#)

372.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory
[cSERAFIMc's solution](#)

373.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · Python 3 (first AC) · Tags: constructive algorithms
[cSERAFIMc's solution](#)

374.

1395A

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

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2021-03-06 · Python 3 (first AC) · Tags: brute force, math
[cSERAFIMc's solution](#)

375.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,482 global accepts · Rating: 1000 · first AC: 2021-02-22 · Python 3 (first AC) · Tags: implementation, math
[cSERAFIMc's solution](#)

376.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math
[cSERAFIMc's solution](#)

377.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · Python 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[cSERAFIMc's solution](#)

378.

1256A

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

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2021-01-16 · Python 3 (first AC) · Tags: math
[cSERAFIMc's solution](#)

379.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2021-01-16 · Python 3 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[cSERAFIMc's solution](#)

380.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[cSERAFIMc's solution](#)

381.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-12-26 · Python 3 (first AC) · Tags: constructive algorithms, number theory
[cSERAFIMc's solution](#)

382.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,992 global accepts · Rating: 1000 · first AC: 2020-12-24 · Python 3 (first AC) · Tags: implementation, math, number theory
[cSERAFIMc's solution](#)

383.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2020-12-23 · Python 3 (first AC) · Tags: implementation, math
[cSERAFIMc's solution](#)

384.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2020-12-22 · Python 3 (first AC) · Tags: strings
[cSERAFIMc's solution](#)

385.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-12-21 · Python 3 (first AC) · Tags: brute force, greedy, math
[cSERAFIMc's solution](#)

386.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,623 global accepts · Rating: 1000 · first AC: 2020-12-13 · Python 3 (first AC) · Tags: implementation, math
[cSERAFIMc's solution](#)

387.

577A

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

Quality: 45,288 global accepts · Rating: 1000 · first AC: 2020-12-10 · Python 3 (first AC) · Tags: implementation, number theory
[cSERAFIMc's solution](#)

388.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,946 global accepts · Rating: 1000 · first AC: 2020-12-09 · Python 3 (first AC) · Tags: greedy, strings
[cSERAFIMc's solution](#)

389.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-12-09 · Python 3 (first AC) · Tags: greedy, math
[cSERAFIMc's solution](#)

390.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,618 global accepts · Rating: 1000 · first AC: 2020-12-08 · Python 3 (first AC) · Tags: math
[cSERAFIMc's solution](#)

391.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,944 global accepts · Rating: 1000 · first AC: 2020-12-01 · Python 3 (first AC) · Tags: bitmasks
[cSERAFIMc's solution](#)

392.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2020-12-01 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

393.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2020-11-21 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

394.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,296 global accepts · Rating: 1000 · first AC: 2020-11-15 · Python 3 (first AC) · Tags: brute force, math

[cSERAFIMc's solution](#)

395.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2020-11-04 · Python 3 (first AC) · Tags: implementation, strings

[cSERAFIMc's solution](#)

396.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,818 global accepts · Rating: 1000 · first AC: 2020-10-31 · Python 3 (first AC) · Tags: brute force, number theory

[cSERAFIMc's solution](#)

397.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2020-10-30 · Python 3 (first AC) · Tags: greedy, strings

[cSERAFIMc's solution](#)

398.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,473 global accepts · Rating: 1000 · first AC: 2020-10-26 · Python 3 (first AC) · Tags: implementation, strings

[cSERAFIMc's solution](#)

399.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,299 global accepts · Rating: 1000 · first AC: 2020-10-25 · Python 3 (first AC) · Tags: math

[cSERAFIMc's solution](#)

400.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,335 global accepts · Rating: 1100 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cSERAFIMc's solution](#)

401.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cSERAFIMc's solution](#)

402.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[cSERAFIMc's solution](#)

403.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cSERAFIMc's solution](#)

404.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

405.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[cSERAFIMc's solution](#)

406.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

407.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[cSERAFIMc's solution](#)

408.

1842B

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

Quality: 25,548 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[cSERAFIMc's solution](#)

409.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[cSERAFIMc's solution](#)

410.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cSERAFIMc's solution](#)

411.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cSERAFIMc's solution](#)

412.

1712C

[Sort Zero](#) · [Tutorial](#)

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

[cSERAFIMc's solution](#)

413.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[cSERAFIMc's solution](#)

414.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings
[cSERAFIMc's solution](#)

415.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[cSERAFIMc's solution](#)

416.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[cSERAFIMc's solution](#)

417.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[cSERAFIMc's solution](#)

418.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[cSERAFIMc's solution](#)

419.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[cSERAFIMc's solution](#)

420.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
[cSERAFIMc's solution](#)

421.

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
[cSERAFIMc's solution](#)

422.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[cSERAFIMc's solution](#)

423.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cSERAFIMc's solution](#)

424.

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
[cSERAFIMc's solution](#)

425.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[cSERAFIMc's solution](#)

426.

706B

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

Quality: 84,481 global accepts · Rating: 1100 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation

[cSERAFIMc's solution](#)

427.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation

[cSERAFIMc's solution](#)

428.

1506B

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

Quality: 21,153 global accepts · Rating: 1100 · first AC: 2021-03-25 · Python 3 (first AC) · Tags: greedy, implementation

[cSERAFIMc's solution](#)

429.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2021-03-18 · Python 3 (first AC) · Tags: dp, greedy, implementation, math

[cSERAFIMc's solution](#)

430.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,730 global accepts · Rating: 1100 · first AC: 2021-01-13 · Python 3 (first AC) · Tags: greedy, implementation

[cSERAFIMc's solution](#)

431.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,236 global accepts · Rating: 1100 · first AC: 2020-12-11 · Python 3 (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

432.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2020-12-03 · Python 3 (first AC) · Tags: geometry, implementation, math

[cSERAFIMc's solution](#)

433.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-11-30 · Python 3 (first AC) · Tags: constructive algorithms, games, math

[cSERAFIMc's solution](#)

434.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[cSERAFIMc's solution](#)

435.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[cSERAFIMc's solution](#)

436.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[cSERAFIMc's solution](#)

437.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cSERAFIMc's solution](#)

438.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[cSERAFIMc's solution](#)

439.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[cSERAFIMc's solution](#)

440.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[cSERAFIMc's solution](#)

441.

1853B

[Fibonacci](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[cSERAFIMc's solution](#)

442.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[cSERAFIMc's solution](#)

443.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[cSERAFIMc's solution](#)

444.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,592 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

445.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[cSERAFIMc's solution](#)

446.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[cSERAFIMc's solution](#)

447.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[cSERAFIMc's solution](#)

448.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[cSERAFIMc's solution](#)

449.

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

[cSERAFIMc's solution](#)

450.

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

[cSERAFIMc's solution](#)

451.

1546B

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

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

[cSERAFIMc's solution](#)

452.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[cSERAFIMc's solution](#)

453.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, sortings

[cSERAFIMc's solution](#)

454.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-05-05 · Python 3 (first AC) · Tags: data structures, hashing, math

[cSERAFIMc's solution](#)

455.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2021-02-25 · Python 3 (first AC) · Tags: brute force, data structures, number theory, two pointers

[cSERAFIMc's solution](#)

456.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,340 global accepts · Rating: 1200 · first AC: 2021-02-24 · Python 3 (first AC) · Tags: greedy, implementation

[cSERAFIMc's solution](#)

457.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2021-02-03 · Python 3 (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

458.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · Python 3 (first AC) · Tags: dp, games, greedy, sortings

[cSERAFIMc's solution](#)

459.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,407 global accepts · Rating: 1200 · first AC: 2020-12-31 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

460.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-12-23 · Python 3 (first AC) · Tags: greedy, implementation

[cSERAFIMc's solution](#)

461.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-12-17 · Python 3 (first AC) · Tags: brute force, implementation, math

[cSERAFIMc's solution](#)

462.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2020-12-12 · Python 3 (first AC) · Tags: binary search, math

[cSERAFIMc's solution](#)

463.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2020-11-26 · Python 3 (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

464.

2130C

[Double Perspective](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[cSERAFIMc's solution](#)

465.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cSERAFIMc's solution](#)

466.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cSERAFIMc's solution](#)

467.

1984C1

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

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

[cSERAFIMc's solution](#)

468.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[cSERAFIMc's solution](#)

469.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cSERAFIMc's solution](#)

470.

1816C

[Ian and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[cSERAFIMc's solution](#)

471.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[cSERAFIMc's solution](#)

472.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[cSERAFIMc's solution](#)

473.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[cSERAFIMc's solution](#)

474.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[cSERAFIMc's solution](#)

475.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[cSERAFIMc's solution](#)

476.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[cSERAFIMc's solution](#)

477.

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[cSERAFIMc's solution](#)

478.

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

[cSERAFIMc's solution](#)

479.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,536 global accepts · Rating: 1300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[cSERAFIMc's solution](#)

480.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[cSERAFIMc's solution](#)

481.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, number theory
[cSERAFIMc's solution](#)

482.

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation
[cSERAFIMc's solution](#)

483.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2021-03-11 · Python 3 (first AC) · Tags: greedy, math, number theory
[cSERAFIMc's solution](#)

484.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2021-01-16 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[cSERAFIMc's solution](#)

485.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-12-31 · Python 3 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[cSERAFIMc's solution](#)

486.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2020-12-16 · Python 3 (first AC) · Tags: combinatorics, implementation, sortings
[cSERAFIMc's solution](#)

487.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,893 global accepts · Rating: 1300 · first AC: 2020-11-18 · Python 3 (first AC) · Tags: brute force
[cSERAFIMc's solution](#)

488.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-02 · Python 3 (first AC) · Tags: dp, greedy, math, sortings
[cSERAFIMc's solution](#)

489.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cSERAFIMc's solution](#)

490.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[cSERAFIMc's solution](#)

491.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[cSERAFIMc's solution](#)

492.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[cSERAFIMc's solution](#)

493.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[cSERAFIMc's solution](#)

494.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[cSERAFIMc's solution](#)

495.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[cSERAFIMc's solution](#)

496.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[cSERAFIMc's solution](#)

497.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[cSERAFIMc's solution](#)

498.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[cSERAFIMc's solution](#)

499.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings
[cSERAFIMc's solution](#)

500.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[cSERAFIMc's solution](#)

501.

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cSERAFIMc's solution](#)

502.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cSERAFIMc's solution](#)

503.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[cSERAFIMc's solution](#)

504.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[cSERAFIMc's solution](#)

505.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[cSERAFIMc's solution](#)

506.

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[cSERAFIMc's solution](#)

507.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[cSERAFIMc's solution](#)

508.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[cSERAFIMc's solution](#)

509.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[cSERAFIMc's solution](#)

510.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-05 · Python 3 (first AC) · Tags: greedy, math

[cSERAFIMc's solution](#)

511.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2020-12-02 · Python 3 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[cSERAFIMc's solution](#)

512.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cSERAFIMc's solution](#)

513.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[cSERAFIMc's solution](#)

514.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[cSERAFIMc's solution](#)

515.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cSERAFIMc's solution](#)

516.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[cSERAFIMc's solution](#)

517.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cSERAFIMc's solution](#)

518.

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

[cSERAFIMc's solution](#)

519.

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

[cSERAFIMc's solution](#)

520.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cSERAFIMc's solution](#)

521.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[cSERAFIMc's solution](#)

522.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2020-12-16 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[cSERAFIMc's solution](#)

523.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[cSERAFIMc's solution](#)

524.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules

[cSERAFIMc's solution](#)

525.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[cSERAFIMc's solution](#)

526.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[cSERAFIMc's solution](#)

527.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[cSERAFIMc's solution](#)

528.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp

[cSERAFIMc's solution](#)

529.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[cSERAFIMc's solution](#)

530.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cSERAFIMc's solution](#)

531.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cSERAFIMc's solution](#)

532.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[cSERAFIMc's solution](#)

533.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cSERAFIMc's solution](#)

534.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[cSERAFIMc's solution](#)

535.

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[cSERAFIMc's solution](#)

536.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[cSERAFIMc's solution](#)

537.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[cSERAFIMc's solution](#)

538.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[cSERAFIMc's solution](#)

539.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[cSERAFIMc's solution](#)

540.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[cSERAFIMc's solution](#)

541.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, sortings
[cSERAFIMc's solution](#)

542.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[cSERAFIMc's solution](#)

543.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math
[cSERAFIMc's solution](#)

544.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[cSERAFIMc's solution](#)

545.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cSERAFIMc's solution](#)

546.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory
[cSERAFIMc's solution](#)

547.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers
[cSERAFIMc's solution](#)

548.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory
[cSERAFIMc's solution](#)

549.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[cSERAFIMc's solution](#)

550.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[cSERAFIMc's solution](#)

551.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[cSERAFIMc's solution](#)

552.

1853C

[Ntarsis' Set · Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[cSERAFIMc's solution](#)

553.

1845D

[Rating System · Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[cSERAFIMc's solution](#)

554.

1841C

[Ranom Numbers · Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[cSERAFIMc's solution](#)

555.

1573C

[Book · Tutorial](#)

Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, implementation

[cSERAFIMc's solution](#)

556.

2157E

[Adjusting Drones · Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[cSERAFIMc's solution](#)

557.

2053E

[Resourceful Caterpillar Sequence · Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[cSERAFIMc's solution](#)

558.

2029D

[Cool Graph · Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[cSERAFIMc's solution](#)

559.

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[cSERAFIMc's solution](#)

560.

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[cSERAFIMc's solution](#)

561.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[cSERAFIMc's solution](#)

562.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[cSERAFIMc's solution](#)

563.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[cSERAFIMc's solution](#)

564.

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cSERAFIMc's solution](#)

565.

1704D

[Magical Array](#) · [Tutorial](#)

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

[cSERAFIMc's solution](#)

566.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[cSERAFIMc's solution](#)

567.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[cSERAFIMc's solution](#)

568.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[cSERAFIMc's solution](#)

569.

1890E1

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

Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[cSERAFIMc's solution](#)

570.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[cSERAFIMc's solution](#)

571.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[cSERAFIMc's solution](#)

572.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[cSERAFIMc's solution](#)

573.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[cSERAFIMc's solution](#)

574.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[cSERAFIMc's solution](#)

575.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[cSERAFIMc's solution](#)

576.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[cSERAFIMc's solution](#)

577.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · last AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cSERAFIMc's solution](#)

578.

104699A

[Keep Talking and Nobody Explodes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cSERAFIMc's solution](#)

579.

104699L

[A 5D9Ca @ Dô4C=8 C" C @ C 8C'MCÔ4CP](#)

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cSERAFIMc's solution](#)

580.

104699H

[A=CCDCT@CT=Dd8Dö](#)

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cSERAFIMc's solution](#)

581.

104699J

[Aa70rA](#)
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Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cSERAFIMc's solution](#)

582.

104699E

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Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cSERAFIMc's solution](#)

583.

104699D

[A0000!](#)
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Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cSERAFIMc's solution](#)

584.

104699C

[A 0D10](#)
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Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cSERAFIMc's solution](#)

585.

104699B

[A0000@](#)
[A0000@](#) Cä2D'5 Cö5D 5D BC =Cä2C#8

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cSERAFIMc's solution](#)

586.

103984J

[Split and sum](#) · Tutorial

Rating: — · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[cSERAFIMc's solution](#)

587.

103984I

[B\\$](#)
[B\\$](#) tutorial

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cSERAFIMc's solution](#)

588.

103984B

[BDMC](#)
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Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cSERAFIMc's solution](#)

589.

103984E

[Division](#) · Tutorial

Rating: — · first AC: 2023-09-17 · PyPy 3-64 (first AC) · Tags: —

[cSERAFIMc's solution](#)

590.

103984F

[AöD100B](#)
[AöD100B](#) 2Cä 2D 5CÄO DtCCÄK

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cSERAFIMc's solution](#)

591.

103984C

[AäB0r](#)
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Rating: — · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[cSERAFIMc's solution](#)

592.

102772A

[A\\$00d=Cä5 CÔ0D4GCÔ>CR GC,,AC`>](#)

Rating: — · first AC: 2020-10-23 · Python 3 (first AC) · Tags: —

[cSERAFIMc's solution](#)

593.

102772G

[B4@Cä! CÄ0D\\$5CÄ0D\\$8C#8](#)

Rating: — · first AC: 2020-10-23 · Python 3 (first AC) · Tags: —

[cSERAFIMc's solution](#)

594.

102772I

[A,=0D8C#0D\\$>D](#)

Rating: — · first AC: 2020-10-23 · Python 3 (first AC) · Tags: —

[cSERAFIMc's solution](#)

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[AÄ00i0DD>CÔ5D`](#)

Rating: — · first AC: 2020-10-23 · Python 3 (first AC) · Tags: —

[cSERAFIMc's solution](#)