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Unique solved — carbon_xiii

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32.

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54.

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71.

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88.

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101.

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102.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[carbon_xiii's solution](#)

103.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[carbon_xiii's solution](#)

104.

1392A

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Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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105.

1398B

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Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
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106.

1398A

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Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[carbon_xiii's solution](#)

107.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[carbon_xiii's solution](#)

108.

1391A

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Quality: 25,066 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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109.

1393A

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110.

1388A

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Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[carbon_xiii's solution](#)

111.

1389A

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Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[carbon_xiii's solution](#)

112.

1372A

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Quality: 33,483 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[carbon_xiii's solution](#)

113.

919A

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Quality: 16,957 global accepts · Rating: 800 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[carbon_xiii's solution](#)

114.

1369A

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Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[carbon_xiii's solution](#)

115.

1371A

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Quality: 51,265 global accepts · Rating: 800 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

116.

1370A

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Quality: 64,496 global accepts · Rating: 800 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[carbon_xiii's solution](#)

117.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,263 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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118.

1358A

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Quality: 43,195 global accepts · Rating: 800 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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119.

1348A

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Quality: 42,857 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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120.

1271A

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Quality: 15,676 global accepts · Rating: 800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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121.

1303A

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Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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122.

1131A

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Quality: 12,807 global accepts · Rating: 800 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

123.

1325B

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Quality: 38,827 global accepts · Rating: 800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

124.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,213 global accepts · Rating: 800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[carbon_xiii's solution](#)

125.

1316A

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Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

126.

1305A

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Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[carbon_xiii's solution](#)

127.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

128.

1307A

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Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

129.

1304A

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Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

130.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

131.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

132.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

133.

1285A

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

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

134.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

135.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[carbon_xiii's solution](#)

136.

1283A

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Quality: 61,310 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

137.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[carbon_xiii's solution](#)

138.

1255A

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Quality: 17,988 global accepts · Rating: 800 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

139.

1257A

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

Quality: 21,664 global accepts · Rating: 800 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[carbon_xiii's solution](#)

140.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[carbon_xiii's solution](#)

141.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

142.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

143.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[carbon_xiii's solution](#)

144.

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[carbon_xiii's solution](#)

145.

1206A

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

Quality: 26,051 global accepts · Rating: 800 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[carbon_xiii's solution](#)

146.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

147.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

148.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

149.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[carbon_xiii's solution](#)

150.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 800 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: strings

[carbon_xiii's solution](#)

151.

1186A

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

Quality: 42,465 global accepts · Rating: 800 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

152.

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

153.

1180A

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

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[carbon_xiii's solution](#)

154.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[carbon_xiii's solution](#)

155.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

156.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

157.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[carbon_xiii's solution](#)

158.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

159.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

160.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

161.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[carbon_xiii's solution](#)

162.

1154A

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

Quality: 87,082 global accepts · Rating: 800 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

163.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

164.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

165.

1136A

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

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

166.

1097A

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

Quality: 43,814 global accepts · Rating: 800 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[carbon_xiii's solution](#)

167.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[carbon_xiii's solution](#)

168.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation

[carbon_xiii's solution](#)

169.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[carbon_xiii's solution](#)

170.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

171.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

172.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[carbon_xiii's solution](#)

173.

791A

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

Quality: 257,318 global accepts · Rating: 800 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

174.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[carbon_xiii's solution](#)

175.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,973 global accepts · Rating: 800 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

176.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,577 global accepts · Rating: 800 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

177.

750A

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

Quality: 92,571 global accepts · Rating: 800 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[carbon_xiii's solution](#)

178.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,683 global accepts · Rating: 800 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[carbon_xiii's solution](#)

179.

723A

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

Quality: 100,737 global accepts · Rating: 800 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[carbon_xiii's solution](#)

180.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,457 global accepts · Rating: 800 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

181.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,131 global accepts · Rating: 800 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

182.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

183.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[carbon_xiii's solution](#)

184.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

185.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[carbon_xiii's solution](#)

186.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,687 global accepts · Rating: 800 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

187.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

188.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,584 global accepts · Rating: 800 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

189.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,561 global accepts · Rating: 800 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

190.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,420 global accepts · Rating: 800 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[carbon_xiii's solution](#)

191.

228A

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

Quality: 139,845 global accepts · Rating: 800 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

192.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,956 global accepts · Rating: 800 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

193.

443A

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

Quality: 112,096 global accepts · Rating: 800 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation

[carbon_xiii's solution](#)

194.

59A

[Word](#) · [Tutorial](#)

Quality: 228,003 global accepts · Rating: 800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

195.

268A

[Games](#) · [Tutorial](#)

Quality: 104,234 global accepts · Rating: 800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[carbon_xiii's solution](#)

196.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,370 global accepts · Rating: 800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

197.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,236 global accepts · Rating: 800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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198.

472A

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Quality: 70,785 global accepts · Rating: 800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[carbon_xiii's solution](#)

199.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,228 global accepts · Rating: 800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

200.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,442 global accepts · Rating: 800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

201.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,210 global accepts · Rating: 800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

202.

486A

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

Quality: 154,176 global accepts · Rating: 800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

203.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,574 global accepts · Rating: 800 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

204.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,503 global accepts · Rating: 800 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

205.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,422 global accepts · Rating: 800 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[carbon_xiii's solution](#)

206.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,781 global accepts · Rating: 800 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[carbon_xiii's solution](#)

207.

266B

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

Quality: 166,120 global accepts · Rating: 800 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[carbon_xiii's solution](#)

208.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,544 global accepts · Rating: 800 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

209.

467A

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

Quality: 155,977 global accepts · Rating: 800 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

210.

546A

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

Quality: 235,269 global accepts · Rating: 800 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[carbon_xiii's solution](#)

211.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,120 global accepts · Rating: 800 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[carbon_xiii's solution](#)

212.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,100 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

213.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,585 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

214.

281A

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

Quality: 271,062 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

215.

266A

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

Quality: 244,640 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

216.

112A

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

Quality: 287,328 global accepts · Rating: 800 · first AC: 2017-12-02 · last AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

217.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,448 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[carbon_xiii's solution](#)

218.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,404 global accepts · Rating: 800 · first AC: 2017-12-02 · last AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

219.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[carbon_xiii's solution](#)

220.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[carbon_xiii's solution](#)

221.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[carbon_xiii's solution](#)

222.

71A

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

Quality: 503,408 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: strings

[carbon_xiii's solution](#)

223.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[carbon_xiii's solution](#)

224.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,551 global accepts · Rating: 900 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[carbon_xiii's solution](#)

225.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[carbon_xiii's solution](#)

226.

1900B

[Laura and Operations](#) · [Tutorial](#)

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[carbon_xiii's solution](#)

227.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[carbon_xiii's solution](#)

228.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[carbon_xiii's solution](#)

229.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[carbon_xiii's solution](#)

230.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[carbon_xiii's solution](#)

231.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[carbon_xiii's solution](#)

232.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[carbon_xiii's solution](#)

233.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

234.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[carbon_xiii's solution](#)

235.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[carbon_xiii's solution](#)

236.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,602 global accepts · Rating: 900 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[carbon_xiii's solution](#)

237.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[carbon_xiii's solution](#)

238.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[carbon_xiii's solution](#)

239.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation
[carbon_xiii's solution](#)

240.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[carbon_xiii's solution](#)

241.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-08 · Rust (first AC) · Tags: greedy, implementation, sortings
[carbon_xiii's solution](#)

242.

1475B

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

Quality: 57,268 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[carbon_xiii's solution](#)

243.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,853 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[carbon_xiii's solution](#)

244.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[carbon_xiii's solution](#)

245.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[carbon_xiii's solution](#)

246.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[carbon_xiii's solution](#)

247.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[carbon_xiii's solution](#)

248.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[carbon_xiii's solution](#)

249.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[carbon_xiii's solution](#)

250.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,999 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[carbon_xiii's solution](#)

251.

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[carbon_xiii's solution](#)

252.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,693 global accepts · Rating: 900 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[carbon_xiii's solution](#)

253.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

254.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,892 global accepts · Rating: 900 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

255.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

256.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[carbon_xiii's solution](#)

257.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[carbon_xiii's solution](#)

258.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

259.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

260.

1291A

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

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[carbon_xiii's solution](#)

261.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

262.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

263.

1282A

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

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

264.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[carbon_xiii's solution](#)

265.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

266.

1247A

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

Rating: 900 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

267.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[carbon_xiii's solution](#)

268.

1238A

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

Quality: 28,069 global accepts · Rating: 900 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[carbon_xiii's solution](#)

269.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

270.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[carbon_xiii's solution](#)

271.

1206B

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

Quality: 29,513 global accepts · Rating: 900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[carbon_xiii's solution](#)

272.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

273.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[carbon_xiii's solution](#)

274.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

275.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

276.

1175A

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

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

277.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

278.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[carbon_xiii's solution](#)

279.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[carbon_xiii's solution](#)

280.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,449 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[carbon_xiii's solution](#)

281.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[carbon_xiii's solution](#)

282.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,772 global accepts · Rating: 900 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[carbon_xiii's solution](#)

283.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 900 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

284.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[carbon_xiii's solution](#)

285.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

286.

313A

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

Quality: 65,056 global accepts · Rating: 900 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[carbon_xiii's solution](#)

287.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[carbon_xiii's solution](#)

288.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[carbon_xiii's solution](#)

289.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

290.

913A

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

Quality: 24,181 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

291.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,518 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

292.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,503 global accepts · Rating: 900 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[carbon_xiii's solution](#)

293.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,029 global accepts · Rating: 900 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[carbon_xiii's solution](#)

294.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

295.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

296.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: strings

[carbon_xiii's solution](#)

297.

580A

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

Quality: 104,713 global accepts · Rating: 900 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[carbon_xiii's solution](#)

298.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,928 global accepts · Rating: 900 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

299.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,764 global accepts · Rating: 900 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[carbon_xiii's solution](#)

300.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,028 global accepts · Rating: 900 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

301.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

302.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[carbon_xiii's solution](#)

303.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[carbon_xiii's solution](#)

304.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[carbon_xiii's solution](#)

305.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[carbon_xiii's solution](#)

306.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[carbon_xiii's solution](#)

307.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[carbon_xiii's solution](#)

308.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[carbon_xiii's solution](#)

309.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[carbon_xiii's solution](#)

310.

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[carbon_xiii's solution](#)

311.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[carbon_xiii's solution](#)

312.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[carbon_xiii's solution](#)

313.

1614B

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

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[carbon_xiii's solution](#)

314.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[carbon_xiii's solution](#)

315.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[carbon_xiii's solution](#)

316.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[carbon_xiii's solution](#)

317.

1506C

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

Quality: 35,644 global accepts · Rating: 1000 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[carbon_xiii's solution](#)

318.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,893 global accepts · Rating: 1000 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[carbon_xiii's solution](#)

319.

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[carbon_xiii's solution](#)

320.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
[carbon_xiii's solution](#)

321.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,064 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[carbon_xiii's solution](#)

322.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[carbon_xiii's solution](#)

323.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[carbon_xiii's solution](#)

324.

1438B

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

Quality: 29,079 global accepts · Rating: 1000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[carbon_xiii's solution](#)

325.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[carbon_xiii's solution](#)

326.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[carbon_xiii's solution](#)

327.

1419D1

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

Quality: 26,389 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[carbon_xiii's solution](#)

328.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,867 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[carbon_xiii's solution](#)

329.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[carbon_xiii's solution](#)

330.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[carbon_xiii's solution](#)

331.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[carbon_xiii's solution](#)

332.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[carbon_xiii's solution](#)

333.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[carbon_xiii's solution](#)

334.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[carbon_xiii's solution](#)

335.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[carbon_xiii's solution](#)

336.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[carbon_xiii's solution](#)

337.

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[carbon_xiii's solution](#)

338.

1277A

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

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

339.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[carbon_xiii's solution](#)

340.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[carbon_xiii's solution](#)

341.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[carbon_xiii's solution](#)

342.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[carbon_xiii's solution](#)

343.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[carbon_xiii's solution](#)

344.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[carbon_xiii's solution](#)

345.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

346.

1247B1

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

Rating: 1000 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

347.

1253A

[Single Push](#) · [Tutorial](#)

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

348.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,525 global accepts · Rating: 1000 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[carbon_xiii's solution](#)

349.

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[carbon_xiii's solution](#)

350.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers
[carbon_xiii's solution](#)

351.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[carbon_xiii's solution](#)

352.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[carbon_xiii's solution](#)

353.

1244B

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

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

354.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: strings
[carbon_xiii's solution](#)

355.

1230B

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

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[carbon_xiii's solution](#)

356.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[carbon_xiii's solution](#)

357.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

358.

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[carbon_xiii's solution](#)

359.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[carbon_xiii's solution](#)

360.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[carbon_xiii's solution](#)

361.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[carbon_xiii's solution](#)

362.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[carbon_xiii's solution](#)

363.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[carbon_xiii's solution](#)

364.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,983 global accepts · Rating: 1000 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[carbon_xiii's solution](#)

365.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[carbon_xiii's solution](#)

366.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[carbon_xiii's solution](#)

367.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

368.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[carbon_xiii's solution](#)

369.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[carbon_xiii's solution](#)

370.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[carbon_xiii's solution](#)

371.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[carbon_xiii's solution](#)

372.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[carbon_xiii's solution](#)

373.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[carbon_xiii's solution](#)

374.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

375.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

376.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

377.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[carbon_xiii's solution](#)

378.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1000 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[carbon_xiii's solution](#)

379.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

380.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[carbon_xiii's solution](#)

381.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,516 global accepts · Rating: 1000 · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[carbon_xiii's solution](#)

382.

339B

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

Quality: 81,391 global accepts · Rating: 1000 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

383.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[carbon_xiii's solution](#)

384.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,275 global accepts · Rating: 1000 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

385.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,303 global accepts · Rating: 1000 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[carbon_xiii's solution](#)

386.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,421 global accepts · Rating: 1000 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

387.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,835 global accepts · Rating: 1000 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[carbon_xiii's solution](#)

388.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,023 global accepts · Rating: 1000 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[carbon_xiii's solution](#)

389.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

390.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

391.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

392.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,974 global accepts · Rating: 1100 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[carbon_xiii's solution](#)

393.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[carbon_xiii's solution](#)

394.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[carbon_xiii's solution](#)

395.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[carbon_xiii's solution](#)

396.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[carbon_xiii's solution](#)

397.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[carbon_xiii's solution](#)

398.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[carbon_xiii's solution](#)

399.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[carbon_xiii's solution](#)

400.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[carbon_xiii's solution](#)

401.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[carbon_xiii's solution](#)

402.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[carbon_xiii's solution](#)

403.

1625B

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

Quality: 16,861 global accepts · Rating: 1100 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[carbon_xiii's solution](#)

404.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings
[carbon_xiii's solution](#)

405.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[carbon_xiii's solution](#)

406.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[carbon_xiii's solution](#)

407.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,814 global accepts · Rating: 1100 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees
[carbon_xiii's solution](#)

408.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[carbon_xiii's solution](#)

409.

1506B

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

Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

410.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1100 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[carbon_xiii's solution](#)

411.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[carbon_xiii's solution](#)

412.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[carbon_xiii's solution](#)

413.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,447 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[carbon_xiii's solution](#)

414.

1421B

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

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[carbon_xiii's solution](#)

415.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[carbon_xiii's solution](#)

416.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[carbon_xiii's solution](#)

417.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[carbon_xiii's solution](#)

418.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[carbon_xiii's solution](#)

419.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[carbon_xiii's solution](#)

420.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[carbon_xiii's solution](#)

421.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 1100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[carbon_xiii's solution](#)

422.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[carbon_xiii's solution](#)

423.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[carbon_xiii's solution](#)

424.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[carbon_xiii's solution](#)

425.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

426.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,741 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

427.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,521 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[carbon_xiii's solution](#)

428.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[carbon_xiii's solution](#)

429.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[carbon_xiii's solution](#)

430.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[carbon_xiii's solution](#)

431.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[carbon_xiii's solution](#)

432.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

433.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

434.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[carbon_xiii's solution](#)

435.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[carbon_xiii's solution](#)

436.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[carbon_xiii's solution](#)

437.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[carbon_xiii's solution](#)

438.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

439.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

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

440.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[carbon_xiii's solution](#)

441.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

442.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

443.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

444.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[carbon_xiii's solution](#)

445.

706B

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

Quality: 84,489 global accepts · Rating: 1100 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[carbon_xiii's solution](#)

446.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

447.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[carbon_xiii's solution](#)

448.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[carbon_xiii's solution](#)

449.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

450.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

451.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

452.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

453.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[carbon_xiii's solution](#)

454.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1200 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[carbon_xiii's solution](#)

455.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,500 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[carbon_xiii's solution](#)

456.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,578 global accepts · Rating: 1200 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[carbon_xiii's solution](#)

457.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[carbon_xiii's solution](#)

458.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[carbon_xiii's solution](#)

459.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[carbon_xiii's solution](#)

460.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[carbon_xiii's solution](#)

461.

1848B

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

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[carbon_xiii's solution](#)

462.

1679B

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

Quality: 27,442 global accepts · Rating: 1200 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[carbon_xiii's solution](#)

463.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[carbon_xiii's solution](#)

464.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[carbon_xiii's solution](#)

465.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[carbon_xiii's solution](#)

466.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[carbon_xiii's solution](#)

467.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[carbon_xiii's solution](#)

468.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[carbon_xiii's solution](#)

469.

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[carbon_xiii's solution](#)

470.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[carbon_xiii's solution](#)

471.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,950 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[carbon_xiii's solution](#)

472.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[carbon_xiii's solution](#)

473.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings
[carbon_xiii's solution](#)

474.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[carbon_xiii's solution](#)

475.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[carbon_xiii's solution](#)

476.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[carbon_xiii's solution](#)

477.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[carbon_xiii's solution](#)

478.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,704 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[carbon_xiii's solution](#)

479.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[carbon_xiii's solution](#)

480.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[carbon_xiii's solution](#)

481.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[carbon_xiii's solution](#)

482.

1454C

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

Quality: 22,503 global accepts · Rating: 1200 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

483.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,590 global accepts · Rating: 1200 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[carbon_xiii's solution](#)

484.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[carbon_xiii's solution](#)

485.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,818 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[carbon_xiii's solution](#)

486.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[carbon_xiii's solution](#)

487.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[carbon_xiii's solution](#)

488.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[carbon_xiii's solution](#)

489.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[carbon_xiii's solution](#)

490.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[carbon_xiii's solution](#)

491.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

492.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,365 global accepts · Rating: 1200 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[carbon_xiii's solution](#)

493.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[carbon_xiii's solution](#)

494.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[carbon_xiii's solution](#)

495.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,610 global accepts · Rating: 1200 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

496.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[carbon_xiii's solution](#)

497.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1200 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[carbon_xiii's solution](#)

498.

1355A

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

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[carbon_xiii's solution](#)

499.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[carbon_xiii's solution](#)

500.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

501.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[carbon_xiii's solution](#)

502.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[carbon_xiii's solution](#)

503.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[carbon_xiii's solution](#)

504.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

505.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[carbon_xiii's solution](#)

506.

459A

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

Quality: 36,411 global accepts · Rating: 1200 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

507.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[carbon_xiii's solution](#)

508.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[carbon_xiii's solution](#)

509.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[carbon_xiii's solution](#)

510.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[carbon_xiii's solution](#)

511.

1257C

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

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

[carbon_xiii's solution](#)

512.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[carbon_xiii's solution](#)

513.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[carbon_xiii's solution](#)

514.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,679 global accepts · Rating: 1200 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[carbon_xiii's solution](#)

515.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[carbon_xiii's solution](#)

516.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[carbon_xiii's solution](#)

517.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[carbon_xiii's solution](#)

518.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[carbon_xiii's solution](#)

519.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[carbon_xiii's solution](#)

520.

1150C

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

Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[carbon_xiii's solution](#)

521.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[carbon_xiii's solution](#)

522.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[carbon_xiii's solution](#)

523.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[carbon_xiii's solution](#)

524.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[carbon_xiii's solution](#)

525.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[carbon_xiii's solution](#)

526.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[carbon_xiii's solution](#)

527.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[carbon_xiii's solution](#)

528.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[carbon_xiii's solution](#)

529.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,349 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[carbon_xiii's solution](#)

530.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,081 global accepts · Rating: 1200 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

531.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,352 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[carbon_xiii's solution](#)

532.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,035 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

533.

492B

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

Quality: 90,212 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings
[carbon_xiii's solution](#)

534.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

535.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[carbon_xiii's solution](#)

536.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[carbon_xiii's solution](#)

537.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[carbon_xiii's solution](#)

538.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

539.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

540.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[carbon_xiii's solution](#)

541.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[carbon_xiii's solution](#)

542.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[carbon_xiii's solution](#)

543.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[carbon_xiii's solution](#)

544.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[carbon_xiii's solution](#)

545.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[carbon_xiii's solution](#)

546.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[carbon_xiii's solution](#)

547.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[carbon_xiii's solution](#)

548.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[carbon_xiii's solution](#)

549.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[carbon_xiii's solution](#)

550.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[carbon_xiii's solution](#)

551.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[carbon_xiii's solution](#)

552.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[carbon_xiii's solution](#)

553.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

554.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[carbon_xiii's solution](#)

555.

1647C

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

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[carbon_xiii's solution](#)

556.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[carbon_xiii's solution](#)

557.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[carbon_xiii's solution](#)

558.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,817 global accepts · Rating: 1300 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[carbon_xiii's solution](#)

559.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[carbon_xiii's solution](#)

560.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[carbon_xiii's solution](#)

561.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings
[carbon_xiii's solution](#)

562.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 1300 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[carbon_xiii's solution](#)

563.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1300 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[carbon_xiii's solution](#)

564.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[carbon_xiii's solution](#)

565.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[carbon_xiii's solution](#)

566.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[carbon_xiii's solution](#)

567.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[carbon_xiii's solution](#)

568.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[carbon_xiii's solution](#)

569.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

570.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[carbon_xiii's solution](#)

571.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[carbon_xiii's solution](#)

572.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[carbon_xiii's solution](#)

573.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[carbon_xiii's solution](#)

574.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[carbon_xiii's solution](#)

575.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[carbon_xiii's solution](#)

576.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[carbon_xiii's solution](#)

577.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

578.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[carbon_xiii's solution](#)

579.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[carbon_xiii's solution](#)

580.

1372B

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

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[carbon_xiii's solution](#)

581.

919C

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

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[carbon_xiii's solution](#)

582.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[carbon_xiii's solution](#)

583.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[carbon_xiii's solution](#)

584.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[carbon_xiii's solution](#)

585.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1300 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[carbon_xiii's solution](#)

586.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[carbon_xiii's solution](#)

587.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[carbon_xiii's solution](#)

588.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[carbon_xiii's solution](#)

589.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[carbon_xiii's solution](#)

590.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[carbon_xiii's solution](#)

591.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[carbon_xiii's solution](#)

592.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[carbon_xiii's solution](#)

593.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[carbon_xiii's solution](#)

594.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[carbon_xiii's solution](#)

595.

1247B2

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

Rating: 1300 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[carbon_xiii's solution](#)

596.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers
[carbon_xiii's solution](#)

597.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[carbon_xiii's solution](#)

598.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[carbon_xiii's solution](#)

599.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[carbon_xiii's solution](#)

600.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[carbon_xiii's solution](#)

601.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[carbon_xiii's solution](#)

602.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

603.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings
[carbon_xiii's solution](#)

604.

1182B

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

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings
[carbon_xiii's solution](#)

605.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[carbon_xiii's solution](#)

606.

1174C

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

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[carbon_xiii's solution](#)

607.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

608.

1157C1

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

Quality: 13,458 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

609.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,638 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

610.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[carbon_xiii's solution](#)

611.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[carbon_xiii's solution](#)

612.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[carbon_xiii's solution](#)

613.

60A

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Quality: 4,284 global accepts · Rating: 1300 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[carbon_xiii's solution](#)

614.

1038C

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Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[carbon_xiii's solution](#)

615.

962B

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Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[carbon_xiii's solution](#)

616.

946C

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Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[carbon_xiii's solution](#)

617.

4C

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Quality: 108,202 global accepts · Rating: 1300 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[carbon_xiii's solution](#)

618.

189A

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Quality: 80,892 global accepts · Rating: 1300 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[carbon_xiii's solution](#)

619.

915B

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Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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620.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[carbon_xiii's solution](#)

621.

907A

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Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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622.

900B

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Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[carbon_xiii's solution](#)

623.

25A

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Quality: 103,900 global accepts · Rating: 1300 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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624.

2074D

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[carbon_xiii's solution](#)

625.

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[carbon_xiii's solution](#)

626.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[carbon_xiii's solution](#)

627.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[carbon_xiii's solution](#)

628.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing,

implementation, math
[carbon_xiii's solution](#)

629.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[carbon_xiii's solution](#)

630.

1728C

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Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[carbon_xiii's solution](#)

631.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[carbon_xiii's solution](#)

632.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[carbon_xiii's solution](#)

633.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[carbon_xiii's solution](#)

634.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,310 global accepts · Rating: 1400 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[carbon_xiii's solution](#)

635.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees
[carbon_xiii's solution](#)

636.

1559D1

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

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[carbon_xiii's solution](#)

637.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[carbon_xiii's solution](#)

638.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[carbon_xiii's solution](#)

639.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[carbon_xiii's solution](#)

640.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[carbon_xiii's solution](#)

641.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[carbon_xiii's solution](#)

642.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[carbon_xiii's solution](#)

643.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[carbon_xiii's solution](#)

644.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[carbon_xiii's solution](#)

645.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[carbon_xiii's solution](#)

646.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[carbon_xiii's solution](#)

647.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[carbon_xiii's solution](#)

648.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[carbon_xiii's solution](#)

649.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[carbon_xiii's solution](#)

650.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[carbon_xiii's solution](#)

651.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[carbon_xiii's solution](#)

652.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[carbon_xiii's solution](#)

653.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[carbon_xiii's solution](#)

654.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[carbon_xiii's solution](#)

655.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[carbon_xiii's solution](#)

656.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[carbon_xiii's solution](#)

657.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[carbon_xiii's solution](#)

658.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[carbon_xiii's solution](#)

659.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[carbon_xiii's solution](#)

660.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[carbon_xiii's solution](#)

661.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

662.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[carbon_xiii's solution](#)

663.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[carbon_xiii's solution](#)

664.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[carbon_xiii's solution](#)

665.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

666.

1332B

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

Quality: 18,957 global accepts · Rating: 1400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[carbon_xiii's solution](#)

667.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

668.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,101 global accepts · Rating: 1400 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[carbon_xiii's solution](#)

669.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[carbon_xiii's solution](#)

670.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[carbon_xiii's solution](#)

671.

1201C

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Quality: 33,259 global accepts · Rating: 1400 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[carbon_xiii's solution](#)

672.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[carbon_xiii's solution](#)

673.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[carbon_xiii's solution](#)

674.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[carbon_xiii's solution](#)

675.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[carbon_xiii's solution](#)

676.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[carbon_xiii's solution](#)

677.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[carbon_xiii's solution](#)

678.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

679.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[carbon_xiii's solution](#)

680.

1245C

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

Quality: 19,875 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp
[carbon_xiii's solution](#)

681.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[carbon_xiii's solution](#)

682.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[carbon_xiii's solution](#)

683.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[carbon_xiii's solution](#)

684.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[carbon_xiii's solution](#)

685.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[carbon_xiii's solution](#)

686.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[carbon_xiii's solution](#)

687.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[carbon_xiii's solution](#)

688.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[carbon_xiii's solution](#)

689.

1191C

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

Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[carbon_xiii's solution](#)

690.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[carbon_xiii's solution](#)

691.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[carbon_xiii's solution](#)

692.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[carbon_xiii's solution](#)

693.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,473 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[carbon_xiii's solution](#)

694.

1167C

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

Quality: 26,014 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[carbon_xiii's solution](#)

695.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[carbon_xiii's solution](#)

696.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

697.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

698.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[carbon_xiii's solution](#)

699.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

700.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,369 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math
[carbon_xiii's solution](#)

701.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[carbon_xiii's solution](#)

702.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math
[carbon_xiii's solution](#)

703.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[carbon_xiii's solution](#)

704.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,364 global accepts · Rating: 1500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[carbon_xiii's solution](#)

705.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory
[carbon_xiii's solution](#)

706.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[carbon_xiii's solution](#)

707.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[carbon_xiii's solution](#)

708.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,521 global accepts · Rating: 1500 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[carbon_xiii's solution](#)

709.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[carbon_xiii's solution](#)

710.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[carbon_xiii's solution](#)

711.

1526C1

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

Quality: 27,192 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[carbon_xiii's solution](#)

712.

1515D

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Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

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713.

1516B

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Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

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714.

1506E

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715.

1492C

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716.

1486B

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717.

1487D

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718.

1487C

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719.

1473C

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Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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720.

1466D

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Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
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721.

1461C

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722.

1439A1

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Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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723.

1444A

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724.

1436C

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Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
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725.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
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726.

1416A

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Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
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727.

1418C

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728.

1404A

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Quality: 19,395 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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729.

1409D

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Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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730.

1400C

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Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
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731.

1391C

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Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[carbon_xiii's solution](#)

732.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,566 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[carbon_xiii's solution](#)

733.

1379A

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Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[carbon_xiii's solution](#)

734.

1379B

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Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[carbon_xiii's solution](#)

735.

1368C

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Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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736.

1368B

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Quality: 21,443 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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737.

1366C

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Quality: 14,262 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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738.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
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739.

1338A

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Quality: 30,350 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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740.

1332C

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Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
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741.

1326D1

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Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[carbon_xiii's solution](#)

742.

1325C

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Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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743.

1201B

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Quality: 25,478 global accepts · Rating: 1500 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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744.

991D

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745.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

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746.

1304C

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

[carbon_xiii's solution](#)

747.

1301B

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

[carbon_xiii's solution](#)

748.

1300C

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Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[carbon_xiii's solution](#)

749.

1296D

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Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[carbon_xiii's solution](#)

750.

1296C

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Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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751.

584B

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Quality: 13,671 global accepts · Rating: 1500 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[carbon_xiii's solution](#)

752.

1283C

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Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[carbon_xiii's solution](#)

753.

1269B

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[carbon_xiii's solution](#)

754.

1278B

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Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[carbon_xiii's solution](#)

755.

1272D

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[carbon_xiii's solution](#)

756.

1265C

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[carbon_xiii's solution](#)

757.

1263D

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758.

1253C

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Quality: 15,306 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[carbon_xiii's solution](#)

759.

1242A

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

[carbon_xiii's solution](#)

760.

102348G

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Rating: 1500 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

761.

1208B

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Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

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762.

1110C

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Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[carbon_xiii's solution](#)

763.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[carbon_xiii's solution](#)

764.

1195D1

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Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

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765.

1186D

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Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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766.

1180C

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Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[carbon_xiii's solution](#)

767.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[carbon_xiii's solution](#)

768.

1169B

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Quality: 10,734 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[carbon_xiii's solution](#)

769.

1159C

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Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[carbon_xiii's solution](#)

770.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[carbon_xiii's solution](#)

771.

1119C

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772.

1141C

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Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math

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773.

1139C

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Quality: 16,664 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

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774.

1136C

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Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

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775.

455A

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Quality: 72,000 global accepts · Rating: 1500 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[carbon_xiii's solution](#)

776.

908C

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Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[carbon_xiii's solution](#)

777.

2085C

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Quality: 13,566 global accepts · Rating: 1600 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[carbon_xiii's solution](#)

778.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[carbon_xiii's solution](#)

779.

2063C

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Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[carbon_xiii's solution](#)

780.

1886C

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Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[carbon_xiii's solution](#)

781.

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[carbon_xiii's solution](#)

782.

1537E1

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Quality: 16,317 global accepts · Rating: 1600 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp,

greedy, hashing, implementation, string suffix structures, strings, two pointers

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783.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[carbon_xiii's solution](#)

784.

1526C2

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Quality: 29,765 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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785.

1519D

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Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[carbon_xiii's solution](#)

786.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[carbon_xiii's solution](#)

787.

1511D

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Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[carbon_xiii's solution](#)

788.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,505 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

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789.

1503A

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Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[carbon_xiii's solution](#)

790.

1498C

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Quality: 12,122 global accepts · Rating: 1600 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[carbon_xiii's solution](#)

791.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[carbon_xiii's solution](#)

792.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[carbon_xiii's solution](#)

793.

1486C1

[Guessing the Greatest \(easy version\) · Tutorial](#)

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[carbon_xiii's solution](#)

794.

1475E

[Advertising Agency · Tutorial](#)

Quality: 17,675 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[carbon_xiii's solution](#)

795.

1469C

[Building a Fence · Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
[carbon_xiii's solution](#)

796.

1458A

[Row GCD · Tutorial](#)

Quality: 25,301 global accepts · Rating: 1600 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[carbon_xiii's solution](#)

797.

1461D

[Divide and Summarize · Tutorial](#)

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[carbon_xiii's solution](#)

798.

1455D

[Sequence and Swaps · Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[carbon_xiii's solution](#)

799.

1452D

[Radio Towers · Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[carbon_xiii's solution](#)

800.

979C

[Kuro and Walking Route · Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[carbon_xiii's solution](#)

801.

1423K

[Lonely Numbers · Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers
[carbon_xiii's solution](#)

802.

1407C

[Chocolate Bunny · Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[carbon_xiii's solution](#)

803.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[carbon_xiii's solution](#)

804.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[carbon_xiii's solution](#)

805.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[carbon_xiii's solution](#)

806.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[carbon_xiii's solution](#)

807.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[carbon_xiii's solution](#)

808.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[carbon_xiii's solution](#)

809.

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[carbon_xiii's solution](#)

810.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[carbon_xiii's solution](#)

811.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,087 global accepts · Rating: 1600 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[carbon_xiii's solution](#)

812.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[carbon_xiii's solution](#)

813.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[carbon_xiii's solution](#)

814.

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[carbon_xiii's solution](#)

815.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[carbon_xiii's solution](#)

816.

1303C

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Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[carbon_xiii's solution](#)

817.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[carbon_xiii's solution](#)

818.

1305C

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Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[carbon_xiii's solution](#)

819.

1098A

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Quality: 9,547 global accepts · Rating: 1600 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[carbon_xiii's solution](#)

820.

1291C

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Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[carbon_xiii's solution](#)

821.

1295C

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Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[carbon_xiii's solution](#)

822.

1288C

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Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[carbon_xiii's solution](#)

823.

1284C

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Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[carbon_xiii's solution](#)

824.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[carbon_xiii's solution](#)

825.

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation
[carbon_xiii's solution](#)

826.

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[carbon_xiii's solution](#)

827.

1255C

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

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[carbon_xiii's solution](#)

828.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

829.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[carbon_xiii's solution](#)

830.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[carbon_xiii's solution](#)

831.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,174 global accepts · Rating: 1600 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings
[carbon_xiii's solution](#)

832.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[carbon_xiii's solution](#)

833.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

834.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: trees

[carbon_xiii's solution](#)

835.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2019-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[carbon_xiii's solution](#)

836.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[carbon_xiii's solution](#)

837.

1151B

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

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[carbon_xiii's solution](#)

838.

1140C

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Quality: 10,402 global accepts · Rating: 1600 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[carbon_xiii's solution](#)

839.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[carbon_xiii's solution](#)

840.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation, strings

[carbon_xiii's solution](#)

841.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[carbon_xiii's solution](#)

842.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[carbon_xiii's solution](#)

843.

1879D

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

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[carbon_xiii's solution](#)

844.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[carbon_xiii's solution](#)

845.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[carbon_xiii's solution](#)

846.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[carbon_xiii's solution](#)

847.

1625C

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

Quality: 13,293 global accepts · Rating: 1700 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[carbon_xiii's solution](#)

848.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[carbon_xiii's solution](#)

849.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[carbon_xiii's solution](#)

850.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[carbon_xiii's solution](#)

851.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[carbon_xiii's solution](#)

852.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[carbon_xiii's solution](#)

853.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[carbon_xiii's solution](#)

854.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[carbon_xiii's solution](#)

855.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[carbon_xiii's solution](#)

856.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[carbon_xiii's solution](#)

857.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[carbon_xiii's solution](#)

858.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[carbon_xiii's solution](#)

859.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[carbon_xiii's solution](#)

860.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[carbon_xiii's solution](#)

861.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[carbon_xiii's solution](#)

862.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar

[carbon_xiii's solution](#)

863.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[carbon_xiii's solution](#)

864.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[carbon_xiii's solution](#)

865.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[carbon_xiii's solution](#)

866.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[carbon_xiii's solution](#)

867.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[carbon_xiii's solution](#)

868.

1381A2

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

Quality: 14,327 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[carbon_xiii's solution](#)

869.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[carbon_xiii's solution](#)

870.

919D

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Quality: 12,252 global accepts · Rating: 1700 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[carbon_xiii's solution](#)

871.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[carbon_xiii's solution](#)

872.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[carbon_xiii's solution](#)

873.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[carbon_xiii's solution](#)

874.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[carbon_xiii's solution](#)

875.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[carbon_xiii's solution](#)

876.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[carbon_xiii's solution](#)

877.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[carbon_xiii's solution](#)

878.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[carbon_xiii's solution](#)

879.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[carbon_xiii's solution](#)

880.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[carbon_xiii's solution](#)

881.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[carbon_xiii's solution](#)

882.

1320B

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Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[carbon_xiii's solution](#)

883.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[carbon_xiii's solution](#)

884.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[carbon_xiii's solution](#)

885.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[carbon_xiii's solution](#)

886.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[carbon_xiii's solution](#)

887.

1295B

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Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[carbon_xiii's solution](#)

888.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[carbon_xiii's solution](#)

889.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[carbon_xiii's solution](#)

890.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[carbon_xiii's solution](#)

891.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

892.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

893.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[carbon_xiii's solution](#)

894.

1253D

[Harmonious Graph](#) · [Tutorial](#)

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

[carbon_xiii's solution](#)

895.

1257D

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

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

[carbon_xiii's solution](#)

896.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[carbon_xiii's solution](#)

897.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[carbon_xiii's solution](#)

898.

1230C

[Anadi and Domino](#) · [Tutorial](#)

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

[carbon_xiii's solution](#)

899.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[carbon_xiii's solution](#)

900.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[carbon_xiii's solution](#)

901.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1700 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[carbon_xiii's solution](#)

902.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[carbon_xiii's solution](#)

903.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[carbon_xiii's solution](#)

904.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[carbon_xiii's solution](#)

905.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[carbon_xiii's solution](#)

906.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[carbon_xiii's solution](#)

907.

1157C2

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

Quality: 9,087 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

908.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[carbon_xiii's solution](#)

909.

1111B

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

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

[carbon_xiii's solution](#)

910.

1111C

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Quality: 7,014 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

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911.

567D

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Quality: 5,245 global accepts · Rating: 1700 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[carbon_xiii's solution](#)

912.

1056C

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Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings

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913.

2176D

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Quality: 5,766 global accepts · Rating: 1800 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

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914.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,160 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

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915.

2022C

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Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

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916.

1548B

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Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

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917.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[carbon_xiii's solution](#)

918.

1517D

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Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[carbon_xiii's solution](#)

919.

1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[carbon_xiii's solution](#)

920.

1067B

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Quality: 2,860 global accepts · Rating: 1800 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[carbon_xiii's solution](#)

921.

1500A

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Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[carbon_xiii's solution](#)

922.

1491D

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Quality: 8,288 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[carbon_xiii's solution](#)

923.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[carbon_xiii's solution](#)

924.

1475D

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Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[carbon_xiii's solution](#)

925.

482B

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Quality: 7,734 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[carbon_xiii's solution](#)

926.

1466E

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Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[carbon_xiii's solution](#)

927.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

928.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[carbon_xiii's solution](#)

929.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[carbon_xiii's solution](#)

930.

1442A

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

Quality: 9,722 global accepts · Rating: 1800 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[carbon_xiii's solution](#)

931.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[carbon_xiii's solution](#)

932.

979B

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Quality: 4,779 global accepts · Rating: 1800 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[carbon_xiii's solution](#)

933.

1420D

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Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[carbon_xiii's solution](#)

934.

1076D

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Quality: 5,916 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[carbon_xiii's solution](#)

935.

1034A

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Quality: 9,920 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[carbon_xiii's solution](#)

936.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[carbon_xiii's solution](#)

937.

1396B

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Quality: 12,945 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[carbon_xiii's solution](#)

938.

1402A

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Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[carbon_xiii's solution](#)

939.

1401D

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Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[carbon_xiii's solution](#)

940.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[carbon_xiii's solution](#)

941.

1381B

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Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[carbon_xiii's solution](#)

942.

933A

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Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[carbon_xiii's solution](#)

943.

917A

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Quality: 3,676 global accepts · Rating: 1800 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[carbon_xiii's solution](#)

944.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[carbon_xiii's solution](#)

945.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math,

two pointers

[carbon_xiii's solution](#)

946.

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[carbon_xiii's solution](#)

947.

1334D

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Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[carbon_xiii's solution](#)

948.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[carbon_xiii's solution](#)

949.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[carbon_xiii's solution](#)

950.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[carbon_xiii's solution](#)

951.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[carbon_xiii's solution](#)

952.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[carbon_xiii's solution](#)

953.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[carbon_xiii's solution](#)

954.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[carbon_xiii's solution](#)

955.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2020-01-07 · last AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, data structures

[carbon_xiii's solution](#)

956.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[carbon_xiii's solution](#)

957.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[carbon_xiii's solution](#)

958.

1283D

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Quality: 9,445 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[carbon_xiii's solution](#)

959.

1282C

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Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[carbon_xiii's solution](#)

960.

1280B

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Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

961.

1267L

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Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[carbon_xiii's solution](#)

962.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[carbon_xiii's solution](#)

963.

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[carbon_xiii's solution](#)

964.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[carbon_xiii's solution](#)

965.

1254B1

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

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

[carbon_xiii's solution](#)

966.

1221D

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Quality: 10,196 global accepts · Rating: 1800 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[carbon_xiii's solution](#)

967.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

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968.

1187C

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Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[carbon_xiii's solution](#)

969.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[carbon_xiii's solution](#)

970.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[carbon_xiii's solution](#)

971.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[carbon_xiii's solution](#)

972.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[carbon_xiii's solution](#)

973.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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974.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

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975.

1902E

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Quality: 5,619 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

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976.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[carbon_xiii's solution](#)

977.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[carbon_xiii's solution](#)

978.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[carbon_xiii's solution](#)

979.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[carbon_xiii's solution](#)

980.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[carbon_xiii's solution](#)

981.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[carbon_xiii's solution](#)

982.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[carbon_xiii's solution](#)

983.

1067A

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Quality: 3,135 global accepts · Rating: 1900 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[carbon_xiii's solution](#)

984.

1483B

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Rating: 1900 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

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985.

1495B

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Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[carbon_xiii's solution](#)

986.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[carbon_xiii's solution](#)

987.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[carbon_xiii's solution](#)

988.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[carbon_xiii's solution](#)

989.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,820 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[carbon_xiii's solution](#)

990.

1475F

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Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[carbon_xiii's solution](#)

991.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[carbon_xiii's solution](#)

992.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[carbon_xiii's solution](#)

993.

1434A

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Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[carbon_xiii's solution](#)

994.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[carbon_xiii's solution](#)

995.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[carbon_xiii's solution](#)

996.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

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997.

965D

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Quality: 3,345 global accepts · Rating: 1900 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[carbon_xiii's solution](#)

998.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

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999.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

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1000.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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1001.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,143 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

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1002.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[carbon_xiii's solution](#)

1003.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[carbon_xiii's solution](#)

1004.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[carbon_xiii's solution](#)

1005.

1361B

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Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[carbon_xiii's solution](#)

1006.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[carbon_xiii's solution](#)

1007.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[carbon_xiii's solution](#)**1008.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[carbon_xiii's solution](#)**1009.**

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[carbon_xiii's solution](#)**1010.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[carbon_xiii's solution](#)**1011.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[carbon_xiii's solution](#)**1012.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[carbon_xiii's solution](#)**1013.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[carbon_xiii's solution](#)**1014.**

1265D

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

Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[carbon_xiii's solution](#)**1015.**

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[carbon_xiii's solution](#)**1016.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[carbon_xiii's solution](#)

1017.

1245D

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

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

[carbon_xiii's solution](#)

1018.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-29 · last AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[carbon_xiii's solution](#)

1019.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[carbon_xiii's solution](#)

1020.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[carbon_xiii's solution](#)

1021.

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: number theory, strings

[carbon_xiii's solution](#)

1022.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[carbon_xiii's solution](#)

1023.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[carbon_xiii's solution](#)

1024.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[carbon_xiii's solution](#)

1025.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[carbon_xiii's solution](#)

1026.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[carbon_xiii's solution](#)

1027.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[carbon_xiii's solution](#)

1028.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[carbon_xiii's solution](#)

1029.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[carbon_xiii's solution](#)

1030.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[carbon_xiii's solution](#)

1031.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[carbon_xiii's solution](#)

1032.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[carbon_xiii's solution](#)

1033.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[carbon_xiii's solution](#)

1034.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[carbon_xiii's solution](#)

1035.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,819 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[carbon_xiii's solution](#)

1036.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs,

greedy, number theory, sortings

[carbon_xiii's solution](#)

1037.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[carbon_xiii's solution](#)

1038.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[carbon_xiii's solution](#)

1039.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[carbon_xiii's solution](#)

1040.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[carbon_xiii's solution](#)

1041.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[carbon_xiii's solution](#)

1042.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[carbon_xiii's solution](#)

1043.

1427C

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

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[carbon_xiii's solution](#)

1044.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

1045.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[carbon_xiii's solution](#)

1046.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[carbon_xiii's solution](#)

1047.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[carbon_xiii's solution](#)

1048.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[carbon_xiii's solution](#)

1049.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[carbon_xiii's solution](#)

1050.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[carbon_xiii's solution](#)

1051.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[carbon_xiii's solution](#)

1052.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[carbon_xiii's solution](#)

1053.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[carbon_xiii's solution](#)

1054.

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[carbon_xiii's solution](#)

1055.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[carbon_xiii's solution](#)

1056.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[carbon_xiii's solution](#)

1057.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[carbon_xiii's solution](#)

1058.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[carbon_xiii's solution](#)

1059.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[carbon_xiii's solution](#)

1060.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[carbon_xiii's solution](#)

1061.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[carbon_xiii's solution](#)

1062.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[carbon_xiii's solution](#)

1063.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[carbon_xiii's solution](#)

1064.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[carbon_xiii's solution](#)

1065.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[carbon_xiii's solution](#)

1066.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[carbon_xiii's solution](#)

1067.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[carbon_xiii's solution](#)

1068.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[carbon_xiii's solution](#)

1069.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 2000 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[carbon_xiii's solution](#)

1070.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[carbon_xiii's solution](#)

1071.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[carbon_xiii's solution](#)

1072.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[carbon_xiii's solution](#)

1073.

1143E

[Lynyrd Skynyrd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[carbon_xiii's solution](#)

1074.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[carbon_xiii's solution](#)

1075.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[carbon_xiii's solution](#)

1076.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[carbon_xiii's solution](#)

1077.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math
[carbon_xiii's solution](#)

1078.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[carbon_xiii's solution](#)

1079.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[carbon_xiii's solution](#)

1080.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[carbon_xiii's solution](#)

1081.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[carbon_xiii's solution](#)

1082.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[carbon_xiii's solution](#)

1083.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[carbon_xiii's solution](#)

1084.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[carbon_xiii's solution](#)

1085.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[carbon_xiii's solution](#)

1086.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[carbon_xiii's solution](#)

1087.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy,

two pointers

[carbon_xiii's solution](#)

1088.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[carbon_xiii's solution](#)

1089.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[carbon_xiii's solution](#)

1090.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[carbon_xiii's solution](#)

1091.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[carbon_xiii's solution](#)

1092.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[carbon_xiii's solution](#)

1093.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[carbon_xiii's solution](#)

1094.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[carbon_xiii's solution](#)

1095.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[carbon_xiii's solution](#)

1096.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[carbon_xiii's solution](#)

1097.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[carbon_xiii's solution](#)

1098.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[carbon_xiii's solution](#)

1099.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[carbon_xiii's solution](#)

1100.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,624 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[carbon_xiii's solution](#)

1101.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[carbon_xiii's solution](#)

1102.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[carbon_xiii's solution](#)

1103.

1355E

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

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[carbon_xiii's solution](#)

1104.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[carbon_xiii's solution](#)

1105.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[carbon_xiii's solution](#)

1106.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[carbon_xiii's solution](#)

1107.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[carbon_xiii's solution](#)

1108.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[carbon_xiii's solution](#)

1109.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[carbon_xiii's solution](#)

1110.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[carbon_xiii's solution](#)

1111.

1265E

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

Quality: 4,524 global accepts · Rating: 2100 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[carbon_xiii's solution](#)

1112.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[carbon_xiii's solution](#)

1113.

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[carbon_xiii's solution](#)

1114.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[carbon_xiii's solution](#)

1115.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[carbon_xiii's solution](#)

1116.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[carbon_xiii's solution](#)

1117.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[carbon_xiii's solution](#)

1118.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[carbon_xiii's solution](#)

1119.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[carbon_xiii's solution](#)

1120.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[carbon_xiii's solution](#)

1121.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[carbon_xiii's solution](#)

1122.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[carbon_xiii's solution](#)

1123.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[carbon_xiii's solution](#)

1124.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[carbon_xiii's solution](#)

1125.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[carbon_xiii's solution](#)

1126.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[carbon_xiii's solution](#)

1127.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[carbon_xiii's solution](#)

1128.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[carbon_xiii's solution](#)

1129.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[carbon_xiii's solution](#)

1130.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,177 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[carbon_xiii's solution](#)

1131.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[carbon_xiii's solution](#)

1132.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[carbon_xiii's solution](#)

1133.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[carbon_xiii's solution](#)

1134.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[carbon_xiii's solution](#)

1135.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[carbon_xiii's solution](#)

1136.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[carbon_xiii's solution](#)

1137.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[carbon_xiii's solution](#)

1138.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[carbon_xiii's solution](#)

1139.

1278E

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

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[carbon_xiii's solution](#)

1140.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[carbon_xiii's solution](#)

1141.

1262F1

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

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[carbon_xiii's solution](#)

1142.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[carbon_xiii's solution](#)

1143.

102348C

[Marbles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1144.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[carbon_xiii's solution](#)

1145.

1180E

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

Rating: 2200 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[carbon_xiii's solution](#)

1146.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[carbon_xiii's solution](#)

1147.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[carbon_xiii's solution](#)

1148.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[carbon_xiii's solution](#)

1149.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[carbon_xiii's solution](#)

1150.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[carbon_xiii's solution](#)

1151.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[carbon_xiii's solution](#)

1152.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[carbon_xiii's solution](#)

1153.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[carbon_xiii's solution](#)

1154.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[carbon_xiii's solution](#)

1155.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[carbon_xiii's solution](#)

1156.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[carbon_xiii's solution](#)

1157.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[carbon_xiii's solution](#)

1158.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[carbon_xiii's solution](#)

1159.

1239C

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

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[carbon_xiii's solution](#)

1160.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[carbon_xiii's solution](#)

1161.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[carbon_xiii's solution](#)

1162.

1245F

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

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

[carbon_xiii's solution](#)

1163.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[carbon_xiii's solution](#)

1164.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[carbon_xiii's solution](#)

1165.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-06 · last AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[carbon_xiii's solution](#)

1166.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2400 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[carbon_xiii's solution](#)

1167.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[carbon_xiii's solution](#)

1168.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[carbon_xiii's solution](#)

1169.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[carbon_xiii's solution](#)

1170.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[carbon_xiii's solution](#)

1171.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[carbon_xiii's solution](#)

1172.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[carbon_xiii's solution](#)

1173.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-09 · last AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[carbon_xiii's solution](#)

1174.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[carbon_xiii's solution](#)

1175.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[carbon_xiii's solution](#)

1176.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[carbon_xiii's solution](#)

1177.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[carbon_xiii's solution](#)

1178.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[carbon_xiii's solution](#)

1179.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[carbon_xiii's solution](#)

1180.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[carbon_xiii's solution](#)

1181.

1291E

[Prefix Enlightenment](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[carbon_xiii's solution](#)

1182.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[carbon_xiii's solution](#)

1183.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math
[carbon_xiii's solution](#)

1184.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[carbon_xiii's solution](#)

1185.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[carbon_xiii's solution](#)

1186.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
[carbon_xiii's solution](#)

1187.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[carbon_xiii's solution](#)

1188.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[carbon_xiii's solution](#)

1189.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[carbon_xiii's solution](#)

1190.

1354F

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

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[carbon_xiii's solution](#)

1191.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[carbon_xiii's solution](#)

1192.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[carbon_xiii's solution](#)

1193.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[carbon_xiii's solution](#)

1194.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[carbon_xiii's solution](#)

1195.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[carbon_xiii's solution](#)

1196.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[carbon_xiii's solution](#)

1197.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[carbon_xiii's solution](#)

1198.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[carbon_xiii's solution](#)

1199.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[carbon_xiii's solution](#)

1200.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[carbon_xiii's solution](#)

1201.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[carbon_xiii's solution](#)

1202.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[carbon_xiii's solution](#)

1203.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[carbon_xiii's solution](#)

1204.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[carbon_xiii's solution](#)

1205.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[carbon_xiii's solution](#)

1206.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,151 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[carbon_xiii's solution](#)

1207.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1208.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[carbon_xiii's solution](#)

1209.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1210.

102870D

[Data Structure Master and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1211.

102870H

[Hamming Code and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1212.

102870C

[Closestools of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1213.

102870E

[Encryption of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1214.

102870I

[Irregular Shape of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1215.

102870A

[Accordion Artist And Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1216.

101490J

[Programming Tutors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1217.

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1218.

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1219.

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[carbon_xiii's solution](#)

1220.

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1221.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1222.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1223.

102861O

[Venusian Shuttle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1224.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1225.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1226.

102861N

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

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1227.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1228.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1229.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1230.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[carbon_xiii's solution](#)

1231.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1232.

101472H

[Softville](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[carbon_xiii's solution](#)

1233.

101472B

[Bitris](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1234.

101472A

[Dr Who's Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1235.

101472D

[Longest Prefix Match](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1236.

101472G

[Miraculous Drug](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1237.

101472E

[Stripe](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1238.

101472I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1239.

101472C

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1240.

102920K

[Tiling Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[carbon_xiii's solution](#)

1241.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[carbon_xiii's solution](#)

1242.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1243.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1244.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[carbon_xiii's solution](#)

1245.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[carbon_xiii's solution](#)

1246.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1247.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1248.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1249.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[carbon_xiii's solution](#)

1250.

100541D

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1251.

100541E

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[carbon_xiii's solution](#)

1252.

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1253.

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1254.

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1255.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1256.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1257.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1258.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1259.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1260.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1261.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1262.

101492D

[Geographic Information System](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1263.

101492L

[Approximate Search](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1264.

101492J

[Deciphering Oracles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1265.

101492E

[Teamwork](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1266.

101492H

[Programming a robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1267.

101492B

[Building a Bianzhong](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1268.

101492K

[Cutting Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1269.

101492F

[Hitting the target](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1270.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1271.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1272.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1273.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1274.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1275.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1276.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1277.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1278.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1279.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1280.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1281.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1282.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1283.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · PyPy 2 (first AC) · Tags: —
[carbon_xiii's solution](#)

1284.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1285.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1286.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1287.

102343J

[Programming Team's Will](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1288.

102898B

[Teacher Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1289.

102898A

[Snowman](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1290.

102006J

[Clarifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1291.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1292.

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1293.

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1294.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1295.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1296.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1297.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1298.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1299.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1300.

102862J

[Mex Grid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1301.

102862I

[Strange Mex](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1302.

102862K

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1303.

102862L

[Falling Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1304.

102862B

[Numbers on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1305.

102862M

[Big Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1306.

102862F

[Cell Borders](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1307.

102862D

[Splitting Text](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1308.

102141D

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1309.

102141B

[Mysterious LCM](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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1310.

102141E

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Rating: — · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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1311.

102141C

[Swipe Your Time Away](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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1312.

102141G

[Decode The Alien Message](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1313.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1314.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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1315.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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1316.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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1317.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1318.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1319.

102569K

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Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1320.

102569B

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1321.

102569I

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Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1322.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1323.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1324.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1325.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1326.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1327.

102638F

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Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1328.

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1329.

102638D

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Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1330.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1331.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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1332.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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1333.

102785G

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1334.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1335.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · Python 2 (first AC) · Tags: —
[carbon_xiii's solution](#)

1336.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1337.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1338.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1339.

102623E

[Eight Digital Games](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1340.

102623A

[Archmage](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1341.

102623L

[Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1342.

102623H

[Hay Mower](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1343.

102623D

[Disaster Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1344.

102623C

[Cheat Sheet](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1345.

102623B

[Bamboo Leaf Rhapsody](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1346.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1347.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1348.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1349.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
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1350.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1351.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[carbon_xiii's solution](#)

1352.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1353.

102014D

[Clock Hands](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1354.

102014C

[Count the Regions](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1355.

102014I

[Hidden Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1356.

102014E

[Dragon's Cruller](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1357.

102014B

[The Last Ant](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1358.

102014A

[Equal Sum Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[carbon_xiii's solution](#)

1359.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1360.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1361.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1362.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1363.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1364.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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1365.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1366.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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1367.

100741G

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

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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1368.

100741B

[Personal programming language](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1369.

100741F

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1370.

100741K

[\\$\\$-Way Tie](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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1371.

100741L

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1372.

100741D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1373.

100741A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1374.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1375.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1376.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1377.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1378.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1379.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1380.

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1381.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1382.

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1383.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1384.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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1385.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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1386.

100952I

[Mancala](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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1387.

100952J

[Polygons Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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1388.

100952C

[Palindrome Again !!](#) · [Tutorial](#)

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1389.

100952H

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

Rating: — · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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1390.

100952F

[Contestants Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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1391.

100952D

[Time to go back](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1392.

100952B

[New Job](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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1393.

100952A

[Who is the winner?](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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1394.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1395.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1396.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1397.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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1398.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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1399.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1400.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1401.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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1402.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1403.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1404.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1405.

102394I

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

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1406.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1407.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1408.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1409.

100496E

[Eating Chocolate Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-22 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1410.

100496I

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

Rating: — · first AC: 2020-01-21 · Java 8 (first AC) · Tags: —

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1411.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1412.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1413.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-21 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1414.

102448F

[Finally, christmas!](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1415.

102448I

[Ivan and the swimming pool](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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1416.

102448H

[Hellcife is on fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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1417.

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[Kongey Donk](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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1418.

102448B

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Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1419.

102448G

[Gorgeous Peter's Great Friend](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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1420.

102448E

[Everybody loves acai](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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1421.

102448A

[Accept or Reject](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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1422.

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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1423.

102428F

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1424.

102428L

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Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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1425.

102428K

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1426.

102428G

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Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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1427.

102428I

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Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1428.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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1429.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1430.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1431.

102416D

[Calculated risk](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1432.

102416B

[Efficient market](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1433.

102416A

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1434.

102423K

[Windmill Pivot](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1435.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1436.

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1437.

102423F

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1438.

102423E

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

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1439.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1440.

102423C

[Elven Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1441.

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1442.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1443.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1444.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1445.

102343G

[Cooperative Escape](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1446.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1447.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1448.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · Java 8 (first AC) · Tags: —
[carbon_xiii's solution](#)

1449.

102348J

[Monocarp and T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1450.

102348E

[Painting The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1451.

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1452.

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1453.

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · Java 8 (first AC) · Tags: —
[carbon_xiii's solution](#)

1454.

102348B

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

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1455.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · Java 8 (first AC) · Tags: —
[carbon_xiii's solution](#)

1456.

102348F

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

Rating: — · first AC: 2019-10-01 · Java 8 (first AC) · Tags: —
[carbon_xiii's solution](#)

1457.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1458.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1459.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1460.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1461.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1462.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1463.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1464.

102343K

[Code Matching](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1465.

102318I

[Rotating Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1466.

102277D

[Circle Meets Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1467.

102277L

[Cupcake Bonuses](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1468.

102277I

[Team Shirts/Jerseys](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1469.

102277H

[First Last Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1470.

102277G

[World Cup Fever](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1471.

102277F

[Rounding Many Ways](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1472.

102277E

[SGA President](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1473.

102277C

[Historical TV Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1474.

102277B

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

Rating: — · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1475.

102277A

[Window on the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1476.

102323K

[Super Lucky Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1477.

102323H

[Chocolate Fix](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1478.

102323I

[Shopping Spree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1479.

102317K

[Bouncing Bunnies](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1480.

102317I

[Lineup the Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1481.

102317G

[Jedi and the Galactic Empire](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1482.

102317F

[Dot the i's and Cross the T's](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1483.

102317E

[Loopy Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1484.

102317D

[Wildest Dreams](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1485.

102317C

[Don't Break the Ice](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1486.

102317B

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

Rating: — · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1487.

102317A

[Majestic 10](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1488.

102318G

[Videogame Probability](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1489.

102318D

[Editor Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1490.

102323G

[Dirty Plates](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1491.

102297E

[Rain Gauge](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1492.

102297G

[Towers of Hanoi Grid](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1493.

102297F

[Balanced Strings](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1494.

102297D

[Lemonade Stand](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1495.

102297C

[Brownies vs. Candies vs. Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1496.

102297B

[Medal Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1497.

102297A

[Find the Twins](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1498.

102323E

[Chain Email](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1499.

102323J

[Factorial Products](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · last AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1500.

102323F

[Faster Microwaving](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1501.

102323D

[Fujiyama Thursday](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1502.

102323C

[Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1503.

102323B

[Soccer Standings](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1504.

102323A

[Vowel Count](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1505.

102307F

[Fraction Formula](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1506.

102307K

[Kernel Of Love](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1507.

102307I

[Integer Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1508.

102307C

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

Rating: — · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1509.

102307B

[Boring Non-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1510.

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1511.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1512.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1513.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1514.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1515.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[carbon_xiii's solution](#)

1516.

102062E

[Jumpy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1517.

102062D

[Palindrome and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1518.

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1519.

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1520.

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1521.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1522.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[carbon_xiii's solution](#)

1523.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1524.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1525.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1526.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1527.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1528.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1529.

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-02 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1530.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1531.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-01 · Java 8 (first AC) · Tags: —

[carbon_xiii's solution](#)

1532.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1533.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1534.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1535.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1536.

undefined548

[Dragons and Princesses](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: *special

[carbon_xiii's solution](#)

1537.

undefined549

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1538.

undefined552

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

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: *special

[carbon_xiii's solution](#)

1539.

undefined546

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)

1540.

undefined551

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

Rating: — · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[carbon_xiii's solution](#)

1541.

undefined553

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[carbon_xiii's solution](#)

1542.

101666A

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

Rating: — · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[carbon_xiii's solution](#)