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Unique solved — cheissmart

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

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Filters: none

Count: 1,535

1.

1680B

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2.

1680A

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3.

1674B

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4.

1674A

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5.

4A

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6.

1661A

[Array Balancing](#) · [Tutorial](#)

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7.

1635B

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8.

1635A

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9.

1623A

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10.

1612A

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11.

1582A

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12.

1566B

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13.

1566A

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14.

1490A

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15.

1487A

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16.

1481A

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17.

1472B

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18.

1472A

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19.

1433B

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20.

1433A

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21.

1451A

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22.

1455A

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23.

1454B

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24.

1454A

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25.

1436A

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26.

1437A

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27.

1367B

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28.

1367A

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29.

1358A

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30.

1360B

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31.

1360A

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32.

1353B

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33.

1353A

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34.

1352A

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35.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

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36.

1348A

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37.

1343B

[Balanced Array](#) · [Tutorial](#)

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38.

1337A

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39.

1118A

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40.

1196A

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41.

1183A

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42.

1328A

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43.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

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44.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

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45.

1312A

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46.

1316A

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47.

1305A

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48.

1311A

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49.

1307A

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50.

1096A

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51.

959A

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52.

1294A

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53.

1303A

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54.

1296A

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55.

1284A

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56.

1270A

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57.

1283A

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58.

1271A

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59.

987A

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60.

1114A

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61.

1162A

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62.

1249A

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63.

1136A

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64.

1144A

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- 65.**
1230A
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1257A
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1236A
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1244A
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1234A
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1228A
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1216A
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- 72.**
1207A
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1003A
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- 74.**
1200A
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Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
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- 75.**
910A
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implementation

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76.

1178A

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77.

1194A

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78.

1191A

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79.

1189A

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80.

1186A

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81.

1180A

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82.

1185A

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83.

1176A

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84.

1173A

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85.

935A

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86.

1148A

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87.

520A

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88.

1167A

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89.

1159A

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90.

1143A

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91.

835A

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92.

1150A

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93.

1152A

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

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94.

1154A

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95.

952A

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96.

1139A

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97.

1130A

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98.

1131A

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99.

447A

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100.

1106A

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101.

1104A

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102.

1006A

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103.

1102A

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104.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cheissmart's solution](#)

105.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

106.

1087A

[Right-Left Cipher](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cheissmart's solution](#)

107.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

108.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[cheissmart's solution](#)

109.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

110.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

111.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cheissmart's solution](#)

112.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

113.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,170 global accepts · Rating: 800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[cheissmart's solution](#)

114.

1065A

[Vasya and Chocolate](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · Python 3 (first AC) · Tags: implementation, math

[cheissmart's solution](#)

115.

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

[cheissmart's solution](#)

116.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

117.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: implementation, strings

[cheissmart's solution](#)

118.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

119.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[cheissmart's solution](#)

120.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

121.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[cheissmart's solution](#)

122.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: sortings

[cheissmart's solution](#)

123.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: greedy, strings

[cheissmart's solution](#)

124.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

125.

977A

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

Quality: 217,538 global accepts · Rating: 800 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

126.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

127.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: math

[cheissmart's solution](#)

128.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

129.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: implementation, math

[cheissmart's solution](#)

130.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: implementation, math

[cheissmart's solution](#)

131.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy

[cheissmart's solution](#)

132.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[cheissmart's solution](#)

133.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: implementation, sortings

[cheissmart's solution](#)

134.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[cheissmart's solution](#)

135.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[cheissmart's solution](#)

136.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

137.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[cheissmart's solution](#)

138.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-22 · GNU C++ (first AC) · Tags: implementation

[cheissmart's solution](#)

139.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-22 · GNU C++ (first AC) · Tags: geometry, implementation

[cheissmart's solution](#)

140.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,098 global accepts · Rating: 800 · first AC: 2017-12-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[cheissmart's solution](#)

141.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2017-12-21 · GNU C++ (first AC) · Tags: implementation, math

[cheissmart's solution](#)

142.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cheissmart's solution](#)

143.

1582B

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

Quality: 33,374 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[cheissmart's solution](#)

144.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[cheissmart's solution](#)

145.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[cheissmart's solution](#)

146.

1543B

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

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[cheissmart's solution](#)

147.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[cheissmart's solution](#)

148.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[cheissmart's solution](#)

149.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cheissmart's solution](#)

150.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cheissmart's solution](#)

151.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[cheissmart's solution](#)

152.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cheissmart's solution](#)

153.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[cheissmart's solution](#)

154.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[cheissmart's solution](#)

155.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cheissmart's solution](#)

156.

1337B

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

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[cheissmart's solution](#)

157.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[cheissmart's solution](#)

158.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[cheissmart's solution](#)

159.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

160.

1295A

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

Quality: 24,150 global accepts · Rating: 900 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cheissmart's solution](#)

161.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cheissmart's solution](#)

162.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

163.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

164.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

165.

1282A

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

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cheissmart's solution](#)

166.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[cheissmart's solution](#)

167.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cheissmart's solution](#)

168.

1144B

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

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cheissmart's solution](#)

169.

1247A

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

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

[cheissmart's solution](#)

170.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[cheissmart's solution](#)

171.

1238A

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

Quality: 28,067 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cheissmart's solution](#)

172.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cheissmart's solution](#)

173.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,604 global accepts · Rating: 900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

174.

1208A

[XORinacci](#) · [Tutorial](#)

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

[cheissmart's solution](#)

175.

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

[cheissmart's solution](#)

176.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cheissmart's solution](#)

177.

1197A

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

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[cheissmart's solution](#)

178.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cheissmart's solution](#)

179.

1187A

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

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

180.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cheissmart's solution](#)

181.

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

[cheissmart's solution](#)

182.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

183.

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

[cheissmart's solution](#)

184.

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

[cheissmart's solution](#)

185.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cheissmart's solution](#)

186.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cheissmart's solution](#)

187.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cheissmart's solution](#)

188.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cheissmart's solution](#)

189.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[cheissmart's solution](#)

190.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,712 global accepts · Rating: 900 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

191.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 900 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[cheissmart's solution](#)

192.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2019-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

193.

1095B

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

Quality: 24,340 global accepts · Rating: 900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

194.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[cheissmart's solution](#)

195.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[cheissmart's solution](#)

196.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,296 global accepts · Rating: 900 · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

implementation, number theory

[cheissmart's solution](#)

197.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

198.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[cheissmart's solution](#)

199.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

200.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,795 global accepts · Rating: 900 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: implementation, strings

[cheissmart's solution](#)

201.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-20 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

202.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: math, number theory

[cheissmart's solution](#)

203.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: implementation, strings

[cheissmart's solution](#)

204.

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-21 · GNU C++ (first AC) · Tags: greedy, implementation

[cheissmart's solution](#)

205.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[cheissmart's solution](#)

206.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[cheissmart's solution](#)

207.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[cheissmart's solution](#)

208.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[cheissmart's solution](#)

209.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[cheissmart's solution](#)

210.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[cheissmart's solution](#)

211.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[cheissmart's solution](#)

212.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cheissmart's solution](#)

213.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math
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214.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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215.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cheissmart's solution](#)

216.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cheissmart's solution](#)

217.

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
[cheissmart's solution](#)

218.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,061 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
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219.

998A

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Quality: 10,110 global accepts · Rating: 1000 · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[cheissmart's solution](#)

220.

1059A

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Quality: 13,811 global accepts · Rating: 1000 · first AC: 2020-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cheissmart's solution](#)

221.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cheissmart's solution](#)

222.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cheissmart's solution](#)

223.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
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224.

1266B

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Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cheissmart's solution](#)

225.

1266A

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Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
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226.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math
[cheissmart's solution](#)

227.

1136B

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

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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228.

1144C

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Quality: 16,365 global accepts · Rating: 1000 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
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229.

1230B

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[cheissmart's solution](#)

230.

1253A

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

231.

1257B

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Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[cheissmart's solution](#)

232.

1256A

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

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math
[cheissmart's solution](#)

233.

1247B1

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

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

234.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers
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235.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[cheissmart's solution](#)

236.

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
[cheissmart's solution](#)

237.

1244B

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

238.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cheissmart's solution](#)

239.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[cheissmart's solution](#)

240.

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

[cheissmart's solution](#)

241.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[cheissmart's solution](#)

242.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

243.

1197B

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Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cheissmart's solution](#)

244.

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

[cheissmart's solution](#)

245.

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

[cheissmart's solution](#)

246.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cheissmart's solution](#)

247.

1182A

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Quality: 35,580 global accepts · Rating: 1000 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[cheissmart's solution](#)

248.

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

[cheissmart's solution](#)

249.

1165B

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Quality: 24,291 global accepts · Rating: 1000 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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250.

583A

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Quality: 11,760 global accepts · Rating: 1000 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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251.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[cheissmart's solution](#)

252.

1151A

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Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[cheissmart's solution](#)

253.

1155A

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Quality: 25,982 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[cheissmart's solution](#)

254.

1153A

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

[cheissmart's solution](#)

255.

1107B

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Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cheissmart's solution](#)

256.

1140A

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Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

257.

1139B

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Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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258.

1133A

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259.

1117B

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Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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260.

1111A

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Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cheissmart's solution](#)

261.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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262.

1101A

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Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math

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263.

462A

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Quality: 17,867 global accepts · Rating: 1000 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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264.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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265.

1073B

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Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cheissmart's solution](#)

266.

1073A

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Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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267.

1051B

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Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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268.

1036A

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Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math

[cheissmart's solution](#)

269.

577A

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270.

978C

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Quality: 29,827 global accepts · Rating: 1000 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

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271.

584A

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Quality: 52,619 global accepts · Rating: 1000 · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: math

[cheissmart's solution](#)

272.

920A

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Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

273.

1623B

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274.

1566D1

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Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

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275.

1481B

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Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[cheissmart's solution](#)

276.

1472C

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[cheissmart's solution](#)

277.

1463A

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Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

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278.

1455C

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279.

1366A

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Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

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280.

1365A

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Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

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281.

1360C

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[cheissmart's solution](#)

282.

1342B

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Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[cheissmart's solution](#)

283.

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

[cheissmart's solution](#)

284.

1324C

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Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[cheissmart's solution](#)

285.

1324B

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Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

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286.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

287.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[cheissmart's solution](#)

288.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: math

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289.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cheissmart's solution](#)

290.

1105A

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Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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291.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cheissmart's solution](#)

292.

1157A

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Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

293.

1202A

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Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[cheissmart's solution](#)

294.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[cheissmart's solution](#)

295.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[cheissmart's solution](#)

296.

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
[cheissmart's solution](#)

297.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cheissmart's solution](#)

298.

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
[cheissmart's solution](#)

299.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cheissmart's solution](#)

300.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cheissmart's solution](#)

301.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[cheissmart's solution](#)

302.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[cheissmart's solution](#)

303.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cheissmart's solution](#)

304.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cheissmart's solution](#)

305.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[cheissmart's solution](#)

306.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cheissmart's solution](#)

307.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

308.

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[cheissmart's solution](#)

309.

706B

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

Quality: 84,482 global accepts · Rating: 1100 · first AC: 2018-08-21 · last AC: 2018-08-21 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[cheissmart's solution](#)

310.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: sortings

[cheissmart's solution](#)

311.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: sortings, strings

[cheissmart's solution](#)

312.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-15 · last AC: 2018-03-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[cheissmart's solution](#)

313.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: math, number theory

[cheissmart's solution](#)

314.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[cheissmart's solution](#)

315.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

316.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2017-12-21 · GNU C++ (first AC) · Tags: brute force, implementation, number theory
[cheissmart's solution](#)

317.

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-20 · last AC: 2017-12-20 · GNU C++ (first AC) · Tags: greedy, implementation
[cheissmart's solution](#)

318.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cheissmart's solution](#)

319.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cheissmart's solution](#)

320.

1582C

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

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[cheissmart's solution](#)

321.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

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

[cheissmart's solution](#)

322.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cheissmart's solution](#)

323.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[cheissmart's solution](#)

324.

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[cheissmart's solution](#)

325.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cheissmart's solution](#)

326.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cheissmart's solution](#)

327.

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[cheissmart's solution](#)

328.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[cheissmart's solution](#)

329.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[cheissmart's solution](#)

330.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[cheissmart's solution](#)

331.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cheissmart's solution](#)

332.

1343C

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

Quality: 44,081 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[cheissmart's solution](#)

333.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cheissmart's solution](#)

334.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[cheissmart's solution](#)

335.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cheissmart's solution](#)

336.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cheissmart's solution](#)

337.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[cheissmart's solution](#)

338.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings

[cheissmart's solution](#)

339.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[cheissmart's solution](#)

340.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cheissmart's solution](#)

341.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[cheissmart's solution](#)

342.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cheissmart's solution](#)

343.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cheissmart's solution](#)

344.

1272C

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

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[cheissmart's solution](#)

345.

1272B

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

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cheissmart's solution](#)

346.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[cheissmart's solution](#)

347.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[cheissmart's solution](#)

348.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

349.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cheissmart's solution](#)

350.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cheissmart's solution](#)

351.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cheissmart's solution](#)

352.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[cheissmart's solution](#)

353.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cheissmart's solution](#)

354.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cheissmart's solution](#)

355.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cheissmart's solution](#)

356.

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

[cheissmart's solution](#)

357.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cheissmart's solution](#)

358.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[cheissmart's solution](#)

359.

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
[cheissmart's solution](#)

360.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[cheissmart's solution](#)

361.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[cheissmart's solution](#)

362.

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
[cheissmart's solution](#)

363.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cheissmart's solution](#)

364.

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
[cheissmart's solution](#)

365.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
[cheissmart's solution](#)

366.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cheissmart's solution](#)

367.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cheissmart's solution](#)

368.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cheissmart's solution](#)

369.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[cheissmart's solution](#)

370.

401B

[Sereja and Contests](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[cheissmart's solution](#)

371.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[cheissmart's solution](#)

372.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,850 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[cheissmart's solution](#)

373.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[cheissmart's solution](#)

374.

1006B

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

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[cheissmart's solution](#)

375.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: games
[cheissmart's solution](#)

376.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cheissmart's solution](#)

377.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[cheissmart's solution](#)

378.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[cheissmart's solution](#)

379.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cheissmart's solution](#)

380.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, implementation, two pointers

[cheissmart's solution](#)

381.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,146 global accepts · Rating: 1200 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[cheissmart's solution](#)

382.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

383.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cheissmart's solution](#)

384.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[cheissmart's solution](#)

385.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[cheissmart's solution](#)

386.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cheissmart's solution](#)

387.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-18 · last AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

388.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[cheissmart's solution](#)

389.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-24 · GNU C++11 (first AC) · Tags: dp, greedy, math

[cheissmart's solution](#)

390.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

391.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-21 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

392.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,349 global accepts · Rating: 1200 · first AC: 2018-04-20 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[cheissmart's solution](#)

393.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cheissmart's solution](#)

394.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

395.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[cheissmart's solution](#)

396.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-21 · GNU C++ (first AC) · Tags: greedy, implementation

[cheissmart's solution](#)

397.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,639 global accepts · Rating: 1200 · first AC: 2017-12-21 · GNU C++ (first AC) · Tags: greedy

[cheissmart's solution](#)

398.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cheissmart's solution](#)

399.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[cheissmart's solution](#)

400.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[cheissmart's solution](#)

401.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cheissmart's solution](#)

402.

1454D

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

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[cheissmart's solution](#)

403.

1372B

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

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[cheissmart's solution](#)

404.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cheissmart's solution](#)

405.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[cheissmart's solution](#)

406.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[cheissmart's solution](#)

407.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[cheissmart's solution](#)

408.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cheissmart's solution](#)

409.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

410.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[cheissmart's solution](#)

411.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[cheissmart's solution](#)

412.

600B

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

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[cheissmart's solution](#)

413.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2020-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

414.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[cheissmart's solution](#)

415.

1096B

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

Quality: 11,684 global accepts · Rating: 1300 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[cheissmart's solution](#)

416.

1294C

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

Quality: 46,286 global accepts · Rating: 1300 · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[cheissmart's solution](#)

417.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,419 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[cheissmart's solution](#)

418.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cheissmart's solution](#)

419.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[cheissmart's solution](#)

420.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cheissmart's solution](#)

421.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cheissmart's solution](#)

422.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math
[cheissmart's solution](#)

423.

1247B2

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

Rating: 1300 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[cheissmart's solution](#)

424.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[cheissmart's solution](#)

425.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,784 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers
[cheissmart's solution](#)

426.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cheissmart's solution](#)

427.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[cheissmart's solution](#)

428.

1216D

[Swords](#) · [Tutorial](#)

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

429.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[cheissmart's solution](#)

430.

1157C1

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

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cheissmart's solution](#)

431.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cheissmart's solution](#)

432.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[cheissmart's solution](#)

433.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cheissmart's solution](#)

434.

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
[cheissmart's solution](#)

435.

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
[cheissmart's solution](#)

436.

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
[cheissmart's solution](#)

437.

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
[cheissmart's solution](#)

438.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings
[cheissmart's solution](#)

439.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cheissmart's solution](#)

440.

1182B

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

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

441.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[cheissmart's solution](#)

442.

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
[cheissmart's solution](#)

443.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cheissmart's solution](#)

444.

1159B

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Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cheissmart's solution](#)

445.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[cheissmart's solution](#)

446.

1155C

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Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cheissmart's solution](#)

447.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[cheissmart's solution](#)

448.

1107C

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Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[cheissmart's solution](#)

449.

1113B

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Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[cheissmart's solution](#)

450.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cheissmart's solution](#)

451.

628C

[Bear and String Distance](#) · [Tutorial](#)

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[cheissmart's solution](#)

452.

1100B

[Build a Contest](#) · [Tutorial](#)

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[cheissmart's solution](#)

453.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cheissmart's solution](#)

454.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[cheissmart's solution](#)

455.

1062A

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Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cheissmart's solution](#)

456.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cheissmart's solution](#)

457.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[cheissmart's solution](#)

458.

352B

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[cheissmart's solution](#)

459.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

460.

471B

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Quality: 6,205 global accepts · Rating: 1300 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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461.

1077C

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Quality: 25,608 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[cheissmart's solution](#)

462.

1076C

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Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cheissmart's solution](#)

463.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cheissmart's solution](#)

464.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[cheissmart's solution](#)

465.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: greedy, sortings

[cheissmart's solution](#)

466.

1029A

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Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-24 · GNU C++11 (first AC) · Tags: implementation, strings

[cheissmart's solution](#)

467.

912B

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Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-08-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[cheissmart's solution](#)

468.

965B

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Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

469.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: greedy, strings

[cheissmart's solution](#)

470.

919C

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Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[cheissmart's solution](#)

471.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: brute force, implementation

[cheissmart's solution](#)

472.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-22 · GNU C++11 (first AC) · Tags: brute force

[cheissmart's solution](#)

473.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-22 · GNU C++ (first AC) · Tags: math, number theory

[cheissmart's solution](#)

474.

1634B

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[cheissmart's solution](#)

475.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[cheissmart's solution](#)

476.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[cheissmart's solution](#)

477.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[cheissmart's solution](#)

478.

1463B

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Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cheissmart's solution](#)

479.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[cheissmart's solution](#)

480.

1365C

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Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cheissmart's solution](#)

481.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cheissmart's solution](#)

482.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[cheissmart's solution](#)

483.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[cheissmart's solution](#)

484.

1348B

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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

[cheissmart's solution](#)

485.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[cheissmart's solution](#)

486.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

487.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,430 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cheissmart's solution](#)

488.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[cheissmart's solution](#)

489.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[cheissmart's solution](#)

490.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[cheissmart's solution](#)

491.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[cheissmart's solution](#)

492.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[cheissmart's solution](#)

493.

1284B

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

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

[cheissmart's solution](#)

494.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[cheissmart's solution](#)

495.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cheissmart's solution](#)

496.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation

[cheissmart's solution](#)

497.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[cheissmart's solution](#)

498.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cheissmart's solution](#)

499.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[cheissmart's solution](#)

500.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[cheissmart's solution](#)

501.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cheissmart's solution](#)

502.

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

[cheissmart's solution](#)

503.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cheissmart's solution](#)

504.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cheissmart's solution](#)

505.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cheissmart's solution](#)

506.

1215B

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

Quality: 18,354 global accepts · Rating: 1400 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[cheissmart's solution](#)

507.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cheissmart's solution](#)

508.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,251 global accepts · Rating: 1400 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[cheissmart's solution](#)

509.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cheissmart's solution](#)

510.

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

[cheissmart's solution](#)

511.

1191C

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

Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

512.

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

[cheissmart's solution](#)

513.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,200 global accepts · Rating: 1400 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[cheissmart's solution](#)

514.

1167C

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

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cheissmart's solution](#)

515.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[cheissmart's solution](#)

516.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games

[cheissmart's solution](#)

517.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[cheissmart's solution](#)

518.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[cheissmart's solution](#)

519.

1154C

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Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cheissmart's solution](#)

520.

920C

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Quality: 9,974 global accepts · Rating: 1400 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[cheissmart's solution](#)

521.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu

[cheissmart's solution](#)

522.

1131B

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Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cheissmart's solution](#)

523.

670D1

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Quality: 23,995 global accepts · Rating: 1400 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[cheissmart's solution](#)

524.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cheissmart's solution](#)

525.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cheissmart's solution](#)

526.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cheissmart's solution](#)

527.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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528.

152C

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Quality: 11,641 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[cheissmart's solution](#)

529.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu

[cheissmart's solution](#)

530.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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531.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cheissmart's solution](#)

532.

1095C

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Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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533.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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534.

698A

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Quality: 37,955 global accepts · Rating: 1400 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cheissmart's solution](#)

535.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,764 global accepts · Rating: 1400 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[cheissmart's solution](#)

536.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cheissmart's solution](#)

537.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[cheissmart's solution](#)

538.

994B

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Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-08-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[cheissmart's solution](#)

539.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: combinatorics, math

[cheissmart's solution](#)

540.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-04-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[cheissmart's solution](#)

541.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[cheissmart's solution](#)

542.

937B

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Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-28 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[cheissmart's solution](#)

543.

911C

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Quality: 7,334 global accepts · Rating: 1400 · first AC: 2018-01-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[cheissmart's solution](#)

544.

1553D

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Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[cheissmart's solution](#)

545.

1515D

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Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[cheissmart's solution](#)

546.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[cheissmart's solution](#)

547.

1487C

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Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[cheissmart's solution](#)

548.

1487D

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[cheissmart's solution](#)

549.

1436C

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Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics

[cheissmart's solution](#)

550.

1444A

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Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[cheissmart's solution](#)

551.

1366C

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Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cheissmart's solution](#)

552.

1352F

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Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[cheissmart's solution](#)

553.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[cheissmart's solution](#)

554.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cheissmart's solution](#)

555.

977E

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Quality: 25,623 global accepts · Rating: 1500 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[cheissmart's solution](#)

556.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cheissmart's solution](#)

557.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[cheissmart's solution](#)

558.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[cheissmart's solution](#)

559.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings
[cheissmart's solution](#)

560.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

561.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[cheissmart's solution](#)

562.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[cheissmart's solution](#)

563.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cheissmart's solution](#)

564.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cheissmart's solution](#)

565.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cheissmart's solution](#)

566.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[cheissmart's solution](#)

567.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math

[cheissmart's solution](#)

568.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cheissmart's solution](#)

569.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[cheissmart's solution](#)

570.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[cheissmart's solution](#)

571.

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[cheissmart's solution](#)

572.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[cheissmart's solution](#)

573.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[cheissmart's solution](#)

574.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[cheissmart's solution](#)

575.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[cheissmart's solution](#)

576.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[cheissmart's solution](#)

577.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cheissmart's solution](#)

578.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cheissmart's solution](#)

579.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cheissmart's solution](#)

580.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cheissmart's solution](#)

581.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cheissmart's solution](#)

582.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[cheissmart's solution](#)

583.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cheissmart's solution](#)

584.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cheissmart's solution](#)

585.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cheissmart's solution](#)

586.

1178D

[Prime Graph](#) · [Tutorial](#)

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

[cheissmart's solution](#)

587.

1195D1

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

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[cheissmart's solution](#)

588.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cheissmart's solution](#)

589.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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590.

825D

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Quality: 3,728 global accepts · Rating: 1500 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

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591.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[cheissmart's solution](#)

592.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[cheissmart's solution](#)

593.

1166C

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

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[cheissmart's solution](#)

594.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cheissmart's solution](#)

595.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cheissmart's solution](#)

596.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cheissmart's solution](#)

597.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cheissmart's solution](#)

598.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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599.

1139C

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Quality: 16,661 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[cheissmart's solution](#)

600.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[cheissmart's solution](#)

601.

332B

[Maximum Absurdity](#) · [Tutorial](#)

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[cheissmart's solution](#)

602.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[cheissmart's solution](#)

603.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[cheissmart's solution](#)

604.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,662 global accepts · Rating: 1500 · first AC: 2019-02-02 · last AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[cheissmart's solution](#)

605.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[cheissmart's solution](#)

606.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-12 · last AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cheissmart's solution](#)

607.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,040 global accepts · Rating: 1500 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[cheissmart's solution](#)

608.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[cheissmart's solution](#)

609.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[cheissmart's solution](#)

610.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[cheissmart's solution](#)

611.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[cheissmart's solution](#)

612.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2018-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[cheissmart's solution](#)

613.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cheissmart's solution](#)

614.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[cheissmart's solution](#)

615.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[cheissmart's solution](#)

616.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[cheissmart's solution](#)

617.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[cheissmart's solution](#)

618.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,797 global accepts · Rating: 1500 · first AC: 2018-08-21 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers
[cheissmart's solution](#)

619.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[cheissmart's solution](#)

620.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2018-05-16 · last AC: 2018-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[cheissmart's solution](#)

621.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1500 · first AC: 2018-05-02 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[cheissmart's solution](#)

622.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: greedy
[cheissmart's solution](#)

623.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers
[cheissmart's solution](#)

624.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[cheissmart's solution](#)

625.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[cheissmart's solution](#)

626.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[cheissmart's solution](#)

627.

1582D

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628.

1566D2

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629.

1503A

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630.

1481C

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631.

1469C

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632.

1455D

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633.

1437D

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634.

1363C

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635.

1358C

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636.

1353D

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637.

1352G

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638.

1348C

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639.

1342C

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640.

1196D2

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641.

1336A

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642.

1305C

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643.

600A

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644.

1059C

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645.

1096C

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646.

1294D

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647.

1303C

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648.

1295C

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649.

1288C

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[cheissmart's solution](#)

650.

1284C

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Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cheissmart's solution](#)

651.

1282B2

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

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[cheissmart's solution](#)

652.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[cheissmart's solution](#)

653.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[cheissmart's solution](#)

654.

1251C

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Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[cheissmart's solution](#)

655.

1238C

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656.

1240A

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657.

1234D

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658.

1217B

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659.

1213D2

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[cheissmart's solution](#)

660.

947B

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Rating: 1600 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
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661.

1003D

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662.

1098A

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Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
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663.

1198B

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664.

1198A

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665.

913C

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666.

1189D1

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667.

962D

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668.

1175C

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669.

1175B

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670.

935C

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671.

1148B

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672.

1165E

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673.

1165D

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674.

1163B2

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675.

777C

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676.

835C

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677.

1133F1

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678.

1151D

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679.

1151B

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680.

1138D

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Rating: 1600 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

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681.

1140C

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682.

952C

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683.

1121C

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684.

1015D

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685.

939C

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686.

1113C

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687.

135B

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688.

1062C

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689.

1077D

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690.

1006E

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691.

750C

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692.

500C

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693.

1095D

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694.

1087C

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695.

788A

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696.

1082C

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697.

1082B

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698.

364A

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implementation

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699.

1028C

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700.

1065C

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701.

1060C

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702.

1036D

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703.

1036B

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704.

1029C

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[cheissmart's solution](#)

705.

950C

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Rating: 1600 · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[cheissmart's solution](#)

706.

936A

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707.

1693B

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Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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708.

1661C

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Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

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709.

1543D1

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Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[cheissmart's solution](#)

710.

1503B

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Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

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711.

1467B

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Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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712.

1472E

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Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[cheissmart's solution](#)

713.

1469D

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Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[cheissmart's solution](#)

714.

1451D

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Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[cheissmart's solution](#)

715.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[cheissmart's solution](#)

716.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[cheissmart's solution](#)

717.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[cheissmart's solution](#)

718.

1360F

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Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[cheissmart's solution](#)

719.

1343D

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Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[cheissmart's solution](#)

720.

977F

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Quality: 25,137 global accepts · Rating: 1700 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cheissmart's solution](#)

721.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[cheissmart's solution](#)

722.

1336B

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Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[cheissmart's solution](#)

723.

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

[cheissmart's solution](#)

724.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cheissmart's solution](#)

725.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[cheissmart's solution](#)

726.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cheissmart's solution](#)

727.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cheissmart's solution](#)

728.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[cheissmart's solution](#)

729.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[cheissmart's solution](#)

730.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[cheissmart's solution](#)

731.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[cheissmart's solution](#)

732.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[cheissmart's solution](#)

733.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[cheissmart's solution](#)

734.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cheissmart's solution](#)

735.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[cheissmart's solution](#)

736.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[cheissmart's solution](#)

737.

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

[cheissmart's solution](#)

738.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[cheissmart's solution](#)

739.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cheissmart's solution](#)

740.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cheissmart's solution](#)

741.

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

[cheissmart's solution](#)

742.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cheissmart's solution](#)

743.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[cheissmart's solution](#)

744.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[cheissmart's solution](#)

745.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[cheissmart's solution](#)

746.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cheissmart's solution](#)

747.

1157C2

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

Quality: 9,084 global accepts · Rating: 1700 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cheissmart's solution](#)

748.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[cheissmart's solution](#)

749.

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

[cheissmart's solution](#)

750.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[cheissmart's solution](#)

751.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[cheissmart's solution](#)

752.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[cheissmart's solution](#)

753.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[cheissmart's solution](#)

754.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[cheissmart's solution](#)

755.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math
[cheissmart's solution](#)

756.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cheissmart's solution](#)

757.

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cheissmart's solution](#)

758.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[cheissmart's solution](#)

759.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees
[cheissmart's solution](#)

760.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[cheissmart's solution](#)

761.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[cheissmart's solution](#)

762.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[cheissmart's solution](#)

763.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[cheissmart's solution](#)

764.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[cheissmart's solution](#)

765.

828C

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

Rating: 1700 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[cheissmart's solution](#)

766.

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
[cheissmart's solution](#)

767.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[cheissmart's solution](#)

768.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math
[cheissmart's solution](#)

769.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[cheissmart's solution](#)

770.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[cheissmart's solution](#)

771.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[cheissmart's solution](#)

772.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu
[cheissmart's solution](#)

773.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[cheissmart's solution](#)

774.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-04 · last AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[cheissmart's solution](#)

775.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cheissmart's solution](#)

776.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[cheissmart's solution](#)

777.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cheissmart's solution](#)

778.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[cheissmart's solution](#)

779.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cheissmart's solution](#)

780.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cheissmart's solution](#)

781.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[cheissmart's solution](#)

782.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cheissmart's solution](#)

783.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: strings

[cheissmart's solution](#)

784.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cheissmart's solution](#)

785.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[cheissmart's solution](#)

786.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[cheissmart's solution](#)

787.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[cheissmart's solution](#)

788.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation

[cheissmart's solution](#)

789.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[cheissmart's solution](#)

790.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[cheissmart's solution](#)

791.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[cheissmart's solution](#)

792.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[cheissmart's solution](#)

793.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[cheissmart's solution](#)

794.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[cheissmart's solution](#)

795.

802A2

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

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[cheissmart's solution](#)

796.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cheissmart's solution](#)

797.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[cheissmart's solution](#)

798.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[cheissmart's solution](#)

799.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[cheissmart's solution](#)

800.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[cheissmart's solution](#)

801.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[cheissmart's solution](#)

802.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[cheissmart's solution](#)

803.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs,

greedy, math

[cheissmart's solution](#)

804.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cheissmart's solution](#)

805.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[cheissmart's solution](#)

806.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[cheissmart's solution](#)

807.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cheissmart's solution](#)

808.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[cheissmart's solution](#)

809.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · last AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[cheissmart's solution](#)

810.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · last AC: 2020-01-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cheissmart's solution](#)

811.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[cheissmart's solution](#)

812.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[cheissmart's solution](#)

813.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cheissmart's solution](#)

814.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[cheissmart's solution](#)

815.

987E

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

Rating: 1800 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: math
[cheissmart's solution](#)

816.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[cheissmart's solution](#)

817.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[cheissmart's solution](#)

818.

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[cheissmart's solution](#)

819.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cheissmart's solution](#)

820.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cheissmart's solution](#)

821.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[cheissmart's solution](#)

822.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
[cheissmart's solution](#)

823.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2019-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cheissmart's solution](#)

824.

863D

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

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2019-09-11 · last AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cheissmart's solution](#)

825.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[cheissmart's solution](#)

826.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cheissmart's solution](#)

827.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[cheissmart's solution](#)

828.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[cheissmart's solution](#)

829.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cheissmart's solution](#)

830.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

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831.

1196E

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832.

245H

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833.

1195D2

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834.

1191D

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835.

1118F1

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836.

1187C

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1186C

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838.

1016D

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839.

1176D

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840.

1173C

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841.

1148D

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842.

777D

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843.

1156B

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844.

1151C

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845.

1152C

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846.

1154E

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847.

1119D

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848.

1107D

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849.

1038D

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850.

1130D2

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851.

610C

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852.

1073C

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853.

1076D

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854.

1062D

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855.

1077E

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856.

772B

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857.

300C

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858.

988D

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859.

1082D

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860.

1064D

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861.

1047C

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918C

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863.

946D

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864.

1696D

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865.

1627D

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866.

1543C

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867.

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868.

1486C2

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869.

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870.

1490G

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871.

1467C

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872.

1463D

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873.

1436D

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874.

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876.

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1365E

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878.

1361B

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1358D

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1360G

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881.

1354D

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882.

1353E

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883.

622D

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1348D

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885.

1342D

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886.

999D

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887.

1133F2

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1328E

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889.

1305D

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1311F

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891.

1183H

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892.

1307D

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959E

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959D

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895.

1294E

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1270D

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898.

1272E

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899.

1105D

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900.

1114D

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901.

1162D

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902.

1144E

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903.

1251D

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904.

1237C2

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905.

1208D

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906.

1238D

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907.

1228D

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908.

1216E1

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909.

1220D

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910.

1213E

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911.

1044B

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912.

1055C

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913.

1207E

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914.

1157D

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915.

1205B

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916.

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917.

1043E

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918.

1041E

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919.

1200D

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920.

1202D

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921.

1197D

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922.

1178E

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923.

1181C

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924.

20C

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925.

1172B

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926.

1175D

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927.

935D

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928.

1174D

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929.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[cheissmart's solution](#)

930.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
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931.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math
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932.

835D

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Quality: 4,662 global accepts · Rating: 1900 · first AC: 2019-05-05 · last AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings
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933.

1155D

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Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
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934.

1153D

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935.

1119E

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936.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2019-03-01 · last AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
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937.

510D

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Quality: 6,417 global accepts · Rating: 1900 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math
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938.

1117C

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Quality: 9,115 global accepts · Rating: 1900 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search
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939.

292E

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Quality: 4,883 global accepts · Rating: 1900 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[cheissmart's solution](#)

940.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
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941.

1077F1

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942.

1095F

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943.

1095E

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944.

1079D

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

Rating: 1900 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
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945.

1092F

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946.

25C

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947.

1064E

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[cheissmart's solution](#)

948.

1060D

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949.

1029D

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950.

1036C

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951.

1680E

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952.

1696E

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Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
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953.

1634D

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
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954.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
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955.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
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956.

1582E

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Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
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957.

1566E

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Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
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958.

1514D

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Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
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959.

1513D

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960.

1493C

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Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[cheissmart's solution](#)

961.

1487E

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962.

1481D

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963.

1451E1

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964.

1454E

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965.

1366D

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966.

1363E

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967.

1359E

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[cheissmart's solution](#)

968.

1359D

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969.

1354C2

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970.

1344B

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971.

1102F

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972.

1316D

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973.

1183G

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974.

1311D

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975.

600D

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976.

998D

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977.

1294F

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978.

870D

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979.

1296E2

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980.

1288E

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981.

1288D

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982.

1143E

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Rating: 2000 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[cheissmart's solution](#)

983.

1165F1

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984.

1165F2

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Quality: 2,454 global accepts · Rating: 2000 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
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985.

1266D

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986.

1011F

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Rating: 2000 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
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987.

1230E

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988.

1162E

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989.

1257E

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1256F

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991.

1256E

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992.

1248D1

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993.

1237D

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994.

1244E

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995.

1244C

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996.

1240B

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997.

1234E

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998.

1183E

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999.

1209E1

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1000.

1209G1

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1001.

1214E

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[cheissmart's solution](#)

1002.

1157F

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1003.

1204D1

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1004.

1200E

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1005.

1198C

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[cheissmart's solution](#)

1006.

1191F

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Rating: 2000 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[cheissmart's solution](#)

1007.

1185E

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1008.

777E

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1009.

1156C

[Match Points · Tutorial](#)

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1010.

478D

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Quality: 7,145 global accepts · Rating: 2000 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp
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1011.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cheissmart's solution](#)

1012.

1130E

[Wrong Answer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[cheissmart's solution](#)

1013.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[cheissmart's solution](#)

1014.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math
[cheissmart's solution](#)

1015.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cheissmart's solution](#)

1016.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[cheissmart's solution](#)

1017.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[cheissmart's solution](#)

1018.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[cheissmart's solution](#)

1019.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
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1020.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[cheissmart's solution](#)

1021.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[cheissmart's solution](#)

1022.

965C

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Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: math

[cheissmart's solution](#)

1023.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2018-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[cheissmart's solution](#)

1024.

1734E

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Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[cheissmart's solution](#)

1025.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cheissmart's solution](#)

1026.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[cheissmart's solution](#)

1027.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-29 · last AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[cheissmart's solution](#)

1028.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

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1029.

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

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1030.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

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1031.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

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1032.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

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1033.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

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1034.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

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1035.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[cheissmart's solution](#)

1036.

1433G

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Quality: 5,117 global accepts · Rating: 2100 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

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1037.

1433F

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Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cheissmart's solution](#)

1038.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

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1039.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[cheissmart's solution](#)

1040.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[cheissmart's solution](#)

1041.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · last AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[cheissmart's solution](#)

1042.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[cheissmart's solution](#)

1043.

1363D

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Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[cheissmart's solution](#)

1044.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[cheissmart's solution](#)

1045.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cheissmart's solution](#)

1046.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-05-19 · last AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[cheissmart's solution](#)

1047.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[cheissmart's solution](#)

1048.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cheissmart's solution](#)

1049.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[cheissmart's solution](#)

1050.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cheissmart's solution](#)

1051.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[cheissmart's solution](#)

1052.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[cheissmart's solution](#)

1053.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees
[cheissmart's solution](#)

1054.

1183F

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

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[cheissmart's solution](#)

1055.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[cheissmart's solution](#)

1056.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy
[cheissmart's solution](#)

1057.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
[cheissmart's solution](#)

1058.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[cheissmart's solution](#)

1059.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[cheissmart's solution](#)

1060.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math
[cheissmart's solution](#)

1061.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math,

number theory, ternary search, two pointers

[cheissmart's solution](#)

1062.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cheissmart's solution](#)

1063.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[cheissmart's solution](#)

1064.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[cheissmart's solution](#)

1065.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[cheissmart's solution](#)

1066.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[cheissmart's solution](#)

1067.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[cheissmart's solution](#)

1068.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[cheissmart's solution](#)

1069.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[cheissmart's solution](#)

1070.

1203F1

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

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cheissmart's solution](#)

1071.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[cheissmart's solution](#)

1072.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[cheissmart's solution](#)

1073.

1121F

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: strings

[cheissmart's solution](#)

1074.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[cheissmart's solution](#)

1075.

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[cheissmart's solution](#)

1076.

1187E

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Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[cheissmart's solution](#)

1077.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[cheissmart's solution](#)

1078.

1167E

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Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[cheissmart's solution](#)

1079.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

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1080.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

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1081.

1159E

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

Rating: 2100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, math

[cheissmart's solution](#)

1082.

1163D

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Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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1083.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[cheissmart's solution](#)

1084.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

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1085.

1154F

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Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

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1086.

1117D

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Quality: 5,218 global accepts · Rating: 2100 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

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1087.

1006F

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Quality: 6,891 global accepts · Rating: 2100 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

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1088.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

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1089.

1029E

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1090.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

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1091.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

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1092.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

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1093.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

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1094.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[cheissmart's solution](#)

1095.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[cheissmart's solution](#)

1096.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

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1097.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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1098.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[cheissmart's solution](#)

1099.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[cheissmart's solution](#)

1100.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[cheissmart's solution](#)

1101.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[cheissmart's solution](#)

1102.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive

algorithms, dp, flows, graphs, shortest paths

[cheissmart's solution](#)

1103.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[cheissmart's solution](#)

1104.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[cheissmart's solution](#)

1105.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cheissmart's solution](#)

1106.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[cheissmart's solution](#)

1107.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[cheissmart's solution](#)

1108.

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[cheissmart's solution](#)

1109.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[cheissmart's solution](#)

1110.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[cheissmart's solution](#)

1111.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[cheissmart's solution](#)

1112.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[cheissmart's solution](#)

1113.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[cheissmart's solution](#)

1114.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[cheissmart's solution](#)

1115.

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

[cheissmart's solution](#)

1116.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[cheissmart's solution](#)

1117.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cheissmart's solution](#)

1118.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[cheissmart's solution](#)

1119.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cheissmart's solution](#)

1120.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cheissmart's solution](#)

1121.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[cheissmart's solution](#)

1122.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[cheissmart's solution](#)

1123.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[cheissmart's solution](#)

1124.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2020-02-20 · last AC: 2020-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[cheissmart's solution](#)

1125.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[cheissmart's solution](#)

1126.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[cheissmart's solution](#)

1127.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[cheissmart's solution](#)

1128.

1150D

[Three Religions](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[cheissmart's solution](#)

1129.

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[cheissmart's solution](#)

1130.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, two pointers

[cheissmart's solution](#)

1131.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[cheissmart's solution](#)

1132.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[cheissmart's solution](#)

1133.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[cheissmart's solution](#)

1134.

1262F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cheissmart's solution](#)

1135.

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
[cheissmart's solution](#)

1136.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees
[cheissmart's solution](#)

1137.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[cheissmart's solution](#)

1138.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[cheissmart's solution](#)

1139.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[cheissmart's solution](#)

1140.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[cheissmart's solution](#)

1141.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[cheissmart's solution](#)

1142.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2019-08-28 · last AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[cheissmart's solution](#)

1143.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-26 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

implementation

[cheissmart's solution](#)

1144.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[cheissmart's solution](#)

1145.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-08-19 · last AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[cheissmart's solution](#)

1146.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2019-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cheissmart's solution](#)

1147.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[cheissmart's solution](#)

1148.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2019-06-24 · last AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cheissmart's solution](#)

1149.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[cheissmart's solution](#)

1150.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[cheissmart's solution](#)

1151.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cheissmart's solution](#)

1152.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[cheissmart's solution](#)

1153.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[cheissmart's solution](#)

1154.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[cheissmart's solution](#)

1155.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[cheissmart's solution](#)

1156.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[cheissmart's solution](#)

1157.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive

[cheissmart's solution](#)

1158.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[cheissmart's solution](#)

1159.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[cheissmart's solution](#)

1160.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[cheissmart's solution](#)

1161.

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[cheissmart's solution](#)

1162.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[cheissmart's solution](#)

1163.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[cheissmart's solution](#)

1164.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees
[cheissmart's solution](#)

1165.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[cheissmart's solution](#)

1166.

1623D

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

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities
[cheissmart's solution](#)

1167.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
[cheissmart's solution](#)

1168.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[cheissmart's solution](#)

1169.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, ternary search
[cheissmart's solution](#)

1170.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
[cheissmart's solution](#)

1171.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cheissmart's solution](#)

1172.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[cheissmart's solution](#)

1173.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[cheissmart's solution](#)

1174.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths
[cheissmart's solution](#)

1175.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[cheissmart's solution](#)

1176.

1015F

[Bracket Substring](#) · [Tutorial](#)

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[cheissmart's solution](#)

1177.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[cheissmart's solution](#)

1178.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[cheissmart's solution](#)

1179.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[cheissmart's solution](#)

1180.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[cheissmart's solution](#)

1181.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[cheissmart's solution](#)

1182.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math
[cheissmart's solution](#)

1183.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings
[cheissmart's solution](#)

1184.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[cheissmart's solution](#)

1185.

1248E

[Queue in the Train](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[cheissmart's solution](#)

1186.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[cheissmart's solution](#)

1187.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cheissmart's solution](#)

1188.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[cheissmart's solution](#)

1189.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[cheissmart's solution](#)

1190.

1203F2

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

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cheissmart's solution](#)

1191.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cheissmart's solution](#)

1192.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[cheissmart's solution](#)

1193.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[cheissmart's solution](#)

1194.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[cheissmart's solution](#)

1195.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[cheissmart's solution](#)

1196.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[cheissmart's solution](#)

1197.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[cheissmart's solution](#)

1198.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[cheissmart's solution](#)

1199.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[cheissmart's solution](#)

1200.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cheissmart's solution](#)

1201.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: flows

[cheissmart's solution](#)

1202.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2019-01-26 · last AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[cheissmart's solution](#)

1203.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[cheissmart's solution](#)

1204.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[cheissmart's solution](#)

1205.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[cheissmart's solution](#)

1206.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[cheissmart's solution](#)

1207.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[cheissmart's solution](#)

1208.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[cheissmart's solution](#)

1209.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees
[cheissmart's solution](#)

1210.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[cheissmart's solution](#)

1211.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
[cheissmart's solution](#)

1212.

1591E

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

Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[cheissmart's solution](#)

1213.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math
[cheissmart's solution](#)

1214.

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
[cheissmart's solution](#)

1215.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2021-08-08 · last AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute

force, combinatorics, math, number theory

[cheissmart's solution](#)

1216.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[cheissmart's solution](#)

1217.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[cheissmart's solution](#)

1218.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, shortest paths

[cheissmart's solution](#)

1219.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[cheissmart's solution](#)

1220.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[cheissmart's solution](#)

1221.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[cheissmart's solution](#)

1222.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[cheissmart's solution](#)

1223.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[cheissmart's solution](#)

1224.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[cheissmart's solution](#)

1225.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[cheissmart's solution](#)

1226.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[cheissmart's solution](#)

1227.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[cheissmart's solution](#)

1228.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[cheissmart's solution](#)

1229.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[cheissmart's solution](#)

1230.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[cheissmart's solution](#)

1231.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[cheissmart's solution](#)

1232.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[cheissmart's solution](#)

1233.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[cheissmart's solution](#)

1234.

1230F

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[cheissmart's solution](#)

1235.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[cheissmart's solution](#)

1236.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cheissmart's solution](#)

1237.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cheissmart's solution](#)

1238.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · last AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[cheissmart's solution](#)

1239.

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[cheissmart's solution](#)

1240.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[cheissmart's solution](#)

1241.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[cheissmart's solution](#)

1242.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[cheissmart's solution](#)

1243.

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[cheissmart's solution](#)

1244.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[cheissmart's solution](#)

1245.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2020-02-17 · last AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[cheissmart's solution](#)

1246.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[cheissmart's solution](#)

1247.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[cheissmart's solution](#)

1248.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[cheissmart's solution](#)

1249.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cheissmart's solution](#)

1250.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[cheissmart's solution](#)

1251.

1243E

[Sum Balance](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, implementation

[cheissmart's solution](#)

1252.

1248F

[Catowice City](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cheissmart's solution](#)

1253.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[cheissmart's solution](#)

1254.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[cheissmart's solution](#)

1255.

1107E

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

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cheissmart's solution](#)

1256.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-20 · last AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dsu, graphs, hashing
[cheissmart's solution](#)

1257.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[cheissmart's solution](#)

1258.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cheissmart's solution](#)

1259.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[cheissmart's solution](#)

1260.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: fft, geometry, number theory

[cheissmart's solution](#)

1261.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cheissmart's solution](#)

1262.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[cheissmart's solution](#)

1263.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[cheissmart's solution](#)

1264.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[cheissmart's solution](#)

1265.

1677D

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

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

[cheissmart's solution](#)

1266.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[cheissmart's solution](#)

1267.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[cheissmart's solution](#)

1268.

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees
[cheissmart's solution](#)

1269.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings
[cheissmart's solution](#)

1270.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
[cheissmart's solution](#)

1271.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[cheissmart's solution](#)

1272.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[cheissmart's solution](#)

1273.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[cheissmart's solution](#)

1274.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-30 · last AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[cheissmart's solution](#)

1275.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings
[cheissmart's solution](#)

1276.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[cheissmart's solution](#)

1277.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[cheissmart's solution](#)

1278.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[cheissmart's solution](#)

1279.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[cheissmart's solution](#)

1280.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[cheissmart's solution](#)

1281.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cheissmart's solution](#)

1282.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[cheissmart's solution](#)

1283.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[cheissmart's solution](#)

1284.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[cheissmart's solution](#)

1285.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[cheissmart's solution](#)

1286.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cheissmart's solution](#)

1287.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2500 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[cheissmart's solution](#)

1288.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[cheissmart's solution](#)

1289.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[cheissmart's solution](#)

1290.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[cheissmart's solution](#)

1291.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[cheissmart's solution](#)

1292.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[cheissmart's solution](#)

1293.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[cheissmart's solution](#)

1294.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[cheissmart's solution](#)

1295.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[cheissmart's solution](#)

1296.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[cheissmart's solution](#)

1297.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[cheissmart's solution](#)

1298.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[cheissmart's solution](#)

1299.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[cheissmart's solution](#)

1300.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[cheissmart's solution](#)

1301.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers

[cheissmart's solution](#)

1302.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[cheissmart's solution](#)

1303.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[cheissmart's solution](#)

1304.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2020-02-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[cheissmart's solution](#)

1305.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[cheissmart's solution](#)

1306.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2019-12-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[cheissmart's solution](#)

1307.

1247F

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[cheissmart's solution](#)

1308.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[cheissmart's solution](#)

1309.

1189D2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, trees

[cheissmart's solution](#)

1310.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[cheissmart's solution](#)

1311.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, trees

[cheissmart's solution](#)

1312.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cheissmart's solution](#)

1313.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[cheissmart's solution](#)

1314.

1680F

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

Quality: 902 global accepts · Rating: 2600 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[cheissmart's solution](#)

1315.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[cheissmart's solution](#)

1316.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[cheissmart's solution](#)

1317.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[cheissmart's solution](#)

1318.

1700E

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

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[cheissmart's solution](#)

1319.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, shortest paths
[cheissmart's solution](#)

1320.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory
[cheissmart's solution](#)

1321.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[cheissmart's solution](#)

1322.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
[cheissmart's solution](#)

1323.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[cheissmart's solution](#)

1324.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[cheissmart's solution](#)

1325.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[cheissmart's solution](#)

1326.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, number theory
[cheissmart's solution](#)

1327.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[cheissmart's solution](#)

1328.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[cheissmart's solution](#)

1329.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[cheissmart's solution](#)

1330.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows

[cheissmart's solution](#)

1331.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[cheissmart's solution](#)

1332.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[cheissmart's solution](#)

1333.

802A3

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

Quality: 700 global accepts · Rating: 2600 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[cheissmart's solution](#)

1334.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[cheissmart's solution](#)

1335.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[cheissmart's solution](#)

1336.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[cheissmart's solution](#)

1337.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[cheissmart's solution](#)

1338.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[cheissmart's solution](#)

1339.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[cheissmart's solution](#)

1340.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[cheissmart's solution](#)

1341.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[cheissmart's solution](#)

1342.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[cheissmart's solution](#)

1343.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[cheissmart's solution](#)

1344.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[cheissmart's solution](#)

1345.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[cheissmart's solution](#)

1346.

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[cheissmart's solution](#)

1347.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[cheissmart's solution](#)

1348.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[cheissmart's solution](#)

1349.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[cheissmart's solution](#)

1350.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[cheissmart's solution](#)

1351.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[cheissmart's solution](#)

1352.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[cheissmart's solution](#)

1353.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[cheissmart's solution](#)

1354.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp

[cheissmart's solution](#)

1355.

1695E

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

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cheissmart's solution](#)

1356.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[cheissmart's solution](#)

1357.

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[cheissmart's solution](#)

1358.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[cheissmart's solution](#)

1359.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2019-12-04 · last AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[cheissmart's solution](#)

1360.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees

[cheissmart's solution](#)

1361.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities, trees

[cheissmart's solution](#)

1362.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[cheissmart's solution](#)

1363.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[cheissmart's solution](#)

1364.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[cheissmart's solution](#)

1365.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[cheissmart's solution](#)

1366.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[cheissmart's solution](#)

1367.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[cheissmart's solution](#)

1368.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[cheissmart's solution](#)

1369.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[cheissmart's solution](#)

1370.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[cheissmart's solution](#)

1371.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[cheissmart's solution](#)

1372.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[cheissmart's solution](#)

1373.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[cheissmart's solution](#)

1374.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[cheissmart's solution](#)

1375.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[cheissmart's solution](#)

1376.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[cheissmart's solution](#)

1377.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[cheissmart's solution](#)

1378.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cheissmart's solution](#)

1379.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[cheissmart's solution](#)

1380.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[cheissmart's solution](#)

1381.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[cheissmart's solution](#)

1382.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[cheissmart's solution](#)

1383.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[cheissmart's solution](#)

1384.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[cheissmart's solution](#)

1385.

1366F

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

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

[cheissmart's solution](#)

1386.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[cheissmart's solution](#)

1387.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[cheissmart's solution](#)

1388.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[cheissmart's solution](#)

1389.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[cheissmart's solution](#)

1390.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[cheissmart's solution](#)

1391.

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, hashing, implementation
[cheissmart's solution](#)

1392.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[cheissmart's solution](#)

1393.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[cheissmart's solution](#)

1394.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[cheissmart's solution](#)

1395.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[cheissmart's solution](#)

1396.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[cheissmart's solution](#)

1397.

1612F

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

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[cheissmart's solution](#)

1398.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[cheissmart's solution](#)

1399.

1394D

[Boboni and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[cheissmart's solution](#)

1400.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[cheissmart's solution](#)

1401.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[cheissmart's solution](#)

1402.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[cheissmart's solution](#)

1403.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[cheissmart's solution](#)

1404.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[cheissmart's solution](#)

1405.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[cheissmart's solution](#)

1406.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[cheissmart's solution](#)

1407.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[cheissmart's solution](#)

1408.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[cheissmart's solution](#)

1409.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[cheissmart's solution](#)

1410.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[cheissmart's solution](#)

1411.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[cheissmart's solution](#)

1412.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-04-05 · last AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[cheissmart's solution](#)

1413.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[cheissmart's solution](#)

1414.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[cheissmart's solution](#)

1415.

1705F

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

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[cheissmart's solution](#)

1416.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[cheissmart's solution](#)

1417.

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cheissmart's solution](#)

1418.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees
[cheissmart's solution](#)

1419.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
[cheissmart's solution](#)

1420.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[cheissmart's solution](#)

1421.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation
[cheissmart's solution](#)

1422.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, shortest paths
[cheissmart's solution](#)

1423.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math
[cheissmart's solution](#)

1424.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, geometry
[cheissmart's solution](#)

1425.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[cheissmart's solution](#)

1426.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math
[cheissmart's solution](#)

1427.

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[cheissmart's solution](#)

1428.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[cheissmart's solution](#)

1429.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[cheissmart's solution](#)

1430.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[cheissmart's solution](#)

1431.

1610F

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-24 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[cheissmart's solution](#)

1432.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[cheissmart's solution](#)

1433.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory
[cheissmart's solution](#)

1434.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-26 · last AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[cheissmart's solution](#)

1435.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings
[cheissmart's solution](#)

1436.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[cheissmart's solution](#)

1437.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[cheissmart's solution](#)

1438.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[cheissmart's solution](#)

1439.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-19 · last AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[cheissmart's solution](#)

1440.

1103D

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

Quality: 493 global accepts · Rating: 3100 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[cheissmart's solution](#)

1441.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[cheissmart's solution](#)

1442.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cheissmart's solution](#)

1443.

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, interactive

[cheissmart's solution](#)

1444.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[cheissmart's solution](#)

1445.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[cheissmart's solution](#)

1446.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[cheissmart's solution](#)

1447.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[cheissmart's solution](#)

1448.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[cheissmart's solution](#)

1449.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[cheissmart's solution](#)

1450.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, trees
[cheissmart's solution](#)

1451.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[cheissmart's solution](#)

1452.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[cheissmart's solution](#)

1453.

1368G

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

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees
[cheissmart's solution](#)

1454.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-02-25 · last AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[cheissmart's solution](#)

1455.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[cheissmart's solution](#)

1456.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[cheissmart's solution](#)

1457.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees
[cheissmart's solution](#)

1458.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers
[cheissmart's solution](#)

1459.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[cheissmart's solution](#)

1460.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs
[cheissmart's solution](#)

1461.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, trees
[cheissmart's solution](#)

1462.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[cheissmart's solution](#)

1463.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[cheissmart's solution](#)

1464.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees
[cheissmart's solution](#)

1465.

104785H

[History in Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1466.

104785E

[Enchanted Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1467.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1468.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1469.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1470.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1471.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1472.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1473.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1474.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1475.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1476.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1477.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cheissmart's solution](#)

1478.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cheissmart's solution](#)

1479.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cheissmart's solution](#)

1480.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[cheissmart's solution](#)

1481.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[cheissmart's solution](#)

1482.

103119L

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

Rating: — · first AC: 2023-11-17 · Python 3 (first AC) · Tags: —
[cheissmart's solution](#)

1483.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cheissmart's solution](#)

1484.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cheissmart's solution](#)

1485.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cheissmart's solution](#)

1486.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cheissmart's solution](#)

1487.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cheissmart's solution](#)

1488.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cheissmart's solution](#)

1489.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cheissmart's solution](#)

1490.

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cheissmart's solution](#)

1491.

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[cheissmart's solution](#)

1492.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · PyPy 3-64 (first AC) · Tags: —

[cheissmart's solution](#)

1493.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cheissmart's solution](#)

1494.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cheissmart's solution](#)

1495.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[cheissmart's solution](#)

1496.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cheissmart's solution](#)

1497.

103373C

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

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cheissmart's solution](#)

1498.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cheissmart's solution](#)

1499.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[cheissmart's solution](#)

1500.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cheissmart's solution](#)

1501.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cheissmart's solution](#)

1502.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cheissmart's solution](#)

1503.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · last AC: 2021-05-14 · GNU C++11 (first AC) · Tags: —

[cheissmart's solution](#)**1504.**

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[cheissmart's solution](#)**1505.**

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cheissmart's solution](#)**1506.**

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cheissmart's solution](#)**1507.**

102891D

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[cheissmart's solution](#)**1508.**

102891E

[Entanglement](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[cheissmart's solution](#)**1509.**

102891A

[Apples and Oranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[cheissmart's solution](#)**1510.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[cheissmart's solution](#)**1511.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[cheissmart's solution](#)**1512.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[cheissmart's solution](#)**1513.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[cheissmart's solution](#)

1514.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[cheissmart's solution](#)

1515.

102503H

[A Sheety Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[cheissmart's solution](#)

1516.

102503L

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