

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

# Unique solved — cry

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 2,266

- 1.**  
2184A  
[Social Experiment](#) · [Tutorial](#)  
Quality: 38,094 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math  
[cry's solution](#)
- 2.**  
2182B  
[New Year Cake](#) · [Tutorial](#)  
Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[cry's solution](#)
- 3.**  
2182A  
[New Year String](#) · [Tutorial](#)  
Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[cry's solution](#)
- 4.**  
2176A  
[Operations with Inversions](#) · [Tutorial](#)  
Quality: 29,082 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[cry's solution](#)
- 5.**  
2146A  
[Equal Occurrences](#) · [Tutorial](#)  
Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[cry's solution](#)
- 6.**  
2133B  
[Villagers](#) · [Tutorial](#)  
Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[cry's solution](#)
- 7.**  
2133A  
[Redstone?](#) · [Tutorial](#)  
Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math  
[cry's solution](#)
- 8.**  
2126B  
[No Casino in the Mountains](#) · [Tutorial](#)  
Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[cry's solution](#)
- 9.**  
2126A  
[Only One Digit](#) · [Tutorial](#)  
Quality: 51,102 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[cry's solution](#)

**10.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[cry's solution](#)

**11.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,211 global accepts · Rating: 800 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math  
[cry's solution](#)

**12.**

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings  
[cry's solution](#)

**13.**

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy  
[cry's solution](#)

**14.**

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[cry's solution](#)

**15.**

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[cry's solution](#)

**16.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,764 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[cry's solution](#)

**17.**

2051A

[Preparing for the Olympiad](#) · [Tutorial](#)

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[cry's solution](#)

**18.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
[cry's solution](#)

**19.**

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[cry's solution](#)

**20.**

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[cry's solution](#)

**21.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[cry's solution](#)

**22.**

2027A

[Rectangle Arrangement](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[cry's solution](#)

**23.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[cry's solution](#)

**24.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cry's solution](#)

**25.**

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[cry's solution](#)

**26.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[cry's solution](#)

**27.**

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[cry's solution](#)

**28.**

2010A

[Alternating Sum of Numbers](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[cry's solution](#)

**29.**

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[cry's solution](#)

**30.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[cry's solution](#)

**31.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[cry's solution](#)

**32.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cry's solution](#)

**33.**

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[cry's solution](#)

**34.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · Java 21 (first AC) · Tags: greedy, math

[cry's solution](#)

**35.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · Java 21 (first AC) · Tags: implementation

[cry's solution](#)

**36.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · Java 21 (first AC) · Tags: greedy, implementation, math, sortings

[cry's solution](#)

**37.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · Java 21 (first AC) · Tags: brute force, geometry, math, sortings

[cry's solution](#)

**38.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-22 · Java 21 (first AC) · Tags: binary search, greedy, math, ternary search

[cry's solution](#)

**39.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-22 · Java 21 (first AC) · Tags: constructive algorithms, greedy, sortings

[cry's solution](#)

**40.**

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[cry's solution](#)

**41.**

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[cry's solution](#)

**42.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[cry's solution](#)

**43.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[cry's solution](#)

**44.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,458 global accepts · Rating: 800 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[cry's solution](#)

**45.**

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[cry's solution](#)

**46.**

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,275 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory  
[cry's solution](#)

**47.**

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[cry's solution](#)

**48.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation  
[cry's solution](#)

**49.**

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,210 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[cry's solution](#)

**50.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[cry's solution](#)

**51.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings  
[cry's solution](#)

**52.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[cry's solution](#)

**53.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,695 global accepts · Rating: 800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[cry's solution](#)

**54.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,415 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[cry's solution](#)

**55.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[cry's solution](#)

**56.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,379 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[cry's solution](#)

**57.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,030 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cry's solution](#)

**58.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[cry's solution](#)

**59.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,371 global accepts · Rating: 800 · first AC: 2023-08-16 · Java 11 (first AC) · Tags: games, greedy, math

[cry's solution](#)

**60.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,944 global accepts · Rating: 800 · first AC: 2023-08-07 · GNU C11 (first AC) · Tags: greedy, math

[cry's solution](#)

**61.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[cry's solution](#)

**62.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[cry's solution](#)

**63.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[cry's solution](#)

**64.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**65.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[cry's solution](#)

**66.**

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[cry's solution](#)

**67.**

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[cry's solution](#)

**68.**

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[cry's solution](#)

**69.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games  
[cry's solution](#)

**70.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers  
[cry's solution](#)

**71.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[cry's solution](#)

**72.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**73.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation  
[cry's solution](#)

**74.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,070 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cry's solution](#)

**75.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,707 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**76.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[cry's solution](#)

**77.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[cry's solution](#)

**78.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[cry's solution](#)

**79.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,335 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[cry's solution](#)

**80.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[cry's solution](#)

**81.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,740 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[cry's solution](#)

**82.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**83.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[cry's solution](#)

**84.**

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,639 global accepts · Rating: 800 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**85.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,210 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[cry's solution](#)

**86.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[cry's solution](#)

**87.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,018 global accepts · Rating: 800 · first AC: 2021-05-16 · last AC: 2023-02-03 · Python 3 (first AC) · Tags: brute force, math

[cry's solution](#)

**88.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[cry's solution](#)

**89.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[cry's solution](#)

**90.**

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[cry's solution](#)

**91.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cry's solution](#)

**92.**

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[cry's solution](#)

**93.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[cry's solution](#)

**94.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[cry's solution](#)

**95.**

1186A

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

Quality: 42,463 global accepts · Rating: 800 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cry's solution](#)

**96.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[cry's solution](#)

**97.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,264 global accepts · Rating: 800 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[cry's solution](#)

**98.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy  
[cry's solution](#)

**99.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation  
[cry's solution](#)

**100.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: math  
[cry's solution](#)

**101.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[cry's solution](#)

**102.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**103.**

1774A

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Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · Java 11 (first AC) · Tags: constructive algorithms, math  
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**104.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-17 · Java 11 (first AC) · Tags: greedy, math, number theory  
[cry's solution](#)

**105.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,059 global accepts · Rating: 800 · first AC: 2022-12-13 · Java 17 (first AC) · Tags: brute force, implementation  
[cry's solution](#)

**106.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[cry's solution](#)

**107.**

1769A

[B47CmDò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, math  
[cry's solution](#)

**108.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[cry's solution](#)

**109.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**110.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
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**111.**

1760B

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Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
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**112.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[cry's solution](#)

**113.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,639 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms  
[cry's solution](#)

**114.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math  
[cry's solution](#)

**115.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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**116.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

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[cry's solution](#)

**117.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[cry's solution](#)

**118.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: strings

[cry's solution](#)

**119.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[cry's solution](#)

**120.**

1740A

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Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[cry's solution](#)

**121.**

1665A

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Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cry's solution](#)

**122.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cry's solution](#)

**123.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cry's solution](#)

**124.**

1744B

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

Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[cry's solution](#)

**125.**

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[cry's solution](#)

**126.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[cry's solution](#)

**127.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cry's solution](#)

**128.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[cry's solution](#)

**129.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,331 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cry's solution](#)

**130.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**131.**

1741A

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[cry's solution](#)

**132.**

1554A

[Cherry](#) · [Tutorial](#)

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[cry's solution](#)

**133.**

1738A

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Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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**134.**

1730A

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**135.**

1734A

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[cry's solution](#)

**136.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

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**137.**

1729B

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**138.**

1728B

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**139.**

1728A

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**140.**

1717A

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**141.**

1725A

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**142.**

1722C

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Quality: 36,182 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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**143.**

1722B

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Quality: 56,466 global accepts · Rating: 800 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**144.**

1722A

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**145.**

1721A

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**146.**

1720B

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**147.**

1719B

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**148.**

1719A

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[cry's solution](#)

**149.**

1712B

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**150.**

1712A

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**151.**

1713A

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**152.**

1716B

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**153.**

1716A

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**154.**

1714C

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**155.**

1714B

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Quality: 33,782 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
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**156.**

1704A

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Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**157.**

1517A

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**158.**

1703C

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**159.**

1482A

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**160.**

1337A

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**161.**

1454B

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**162.**

1249A

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**163.**

1038A

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**164.**

999A

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**165.**

1015A

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**166.**

1709A

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**167.**

1511A

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**168.**

1706A

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**169.**

1708A

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**170.**

1705A

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**171.**

1102A

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**172.**

1196A

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[cry's solution](#)

**173.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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**174.**

1701B

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Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cry's solution](#)

**175.**

1701A

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Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cry's solution](#)

**176.**

1699A

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Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**177.**

1593A

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Quality: 41,548 global accepts · Rating: 800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: math

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**178.**

1698B

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**179.**

1698A

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**180.**

1372A

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**181.**

1695A

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**182.**

1692C

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**183.**

1692B

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**184.**

1692A

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Quality: 85,766 global accepts · Rating: 800 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**185.**

1697A

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**186.**

1690C

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Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
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**187.**

1690B

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**188.**

1690A

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**189.**

1680A

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**190.**

136A

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**191.**

1676C

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**192.**

1676B

[Equal Candies](#) · [Tutorial](#)

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[cry's solution](#)

**193.**

1676A

[Lucky?](#) · [Tutorial](#)

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**194.**

266B

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Quality: 166,109 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths  
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**195.**

1409A

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Quality: 80,435 global accepts · Rating: 800 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[cry's solution](#)

**196.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[cry's solution](#)

**197.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[cry's solution](#)

**198.**

1674A

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Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[cry's solution](#)

**199.**

1671A

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Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[cry's solution](#)

**200.**

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,483 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
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**201.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,553 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[cry's solution](#)

**202.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,565 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[cry's solution](#)

**203.**

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[cry's solution](#)

**204.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[cry's solution](#)

**205.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[cry's solution](#)

**206.**

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,309 global accepts · Rating: 800 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
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**207.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[cry's solution](#)

**208.**

950A

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

Quality: 16,376 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[cry's solution](#)

**209.**

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[cry's solution](#)

**210.**

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**211.**

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**212.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy  
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**213.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**214.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[cry's solution](#)

**215.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**216.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force

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**217.**

1632A

[ABC](#) · [Tutorial](#)

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**218.**

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

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**219.**

1594A

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**220.**

1631A

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**221.**

1608A

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**222.**

1629B

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**223.**

1629A

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**224.**

821A

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**225.**

1592A

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**226.**

1472B

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**227.**

1537A

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**228.**

1328A

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**229.**

486A

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**230.**

1624A

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**231.**

1626A

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[cry's solution](#)

**232.**

1627A

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Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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**233.**

1625A

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**234.**

1567A

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**235.**

1618B

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**236.**

1618A

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**237.**

1621A

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**238.**

1623A

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**239.**

1616A

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**240.**

80A

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**241.**

1352A

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**242.**

1353B

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**243.**

1167A

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**244.**

1176A

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Quality: 24,981 global accepts · Rating: 800 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
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**245.**

1421A

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**246.**

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**247.**

1185A

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**248.**

1077A

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[cry's solution](#)

**249.**

664A

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Quality: 21,672 global accepts · Rating: 800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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**250.**

1451A

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**251.**

965A

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[cry's solution](#)

**252.**

770A

[New Password](#) · [Tutorial](#)

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**253.**

832A

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**254.**

624A

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**255.**

1598A

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**256.**

1445A

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**257.**

1454A

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Quality: 44,064 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

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**258.**

1189A

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Quality: 16,106 global accepts · Rating: 800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

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**259.**

669A

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Quality: 11,681 global accepts · Rating: 800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[cry's solution](#)

**260.**

1130A

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**261.**

1325A

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**262.**

1389A

[LCM Problem](#) · [Tutorial](#)

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[cry's solution](#)

**263.**

1433A

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

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**264.**

1509A

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**265.**

1513A

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[cry's solution](#)

**266.**

1498A

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**267.**

1566B

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**268.**

1311A

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Quality: 46,275 global accepts · Rating: 800 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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**269.**

1519A

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**270.**

22A

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**271.**

1569A

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**272.**

1519B

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[cry's solution](#)

**273.**

952A

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Quality: 11,976 global accepts · Rating: 800 · first AC: 2021-08-28 · last AC: 2021-08-28 · Python 3 (first AC) · Tags: \*special, math

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**274.**

1481A

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Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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**275.**

1512B

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[cry's solution](#)

**276.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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**277.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,553 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**278.**

510A

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Quality: 105,949 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**279.**

1562A

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**280.**

1561A

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**281.**

1560C

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**282.**

1560B

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**283.**

1560A

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Quality: 73,518 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**284.**

540A

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**285.**

1557A

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**286.**

1527A

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**287.**

769A

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**288.**

1549A

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**289.**

894A

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**290.**

702A

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**291.**

1538A

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**292.**

996A

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**293.**

1551B1

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Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
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**294.**

1551A

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**295.**

1553A

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Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**296.**

228A

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Quality: 139,835 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**297.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,418 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
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**298.**

469A

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**299.**

200B

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**300.**

61A

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Quality: 136,229 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**301.**

705A

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**302.**

1030A

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

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**303.**

344A

[Magnets](#) · [Tutorial](#)

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**304.**

467A

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**305.**

677A

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**306.**

271A

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Quality: 177,771 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
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**307.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,572 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**308.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,493 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
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**309.**

110A

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Quality: 199,536 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**310.**

59A

[Word](#) · [Tutorial](#)

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[cry's solution](#)

**311.**

116A

[Tram](#) · [Tutorial](#)

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[cry's solution](#)

**312.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,196 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[cry's solution](#)

**313.**

977A

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

Quality: 217,535 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**314.**

791A

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

Quality: 257,289 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**315.**

546A

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

Quality: 235,256 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[cry's solution](#)

**316.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,101 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[cry's solution](#)

**317.**

266A

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

Quality: 244,624 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**318.**

281A

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

Quality: 271,046 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**319.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,423 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings  
[cry's solution](#)

**320.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,071 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**321.**

112A

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

Quality: 287,310 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**322.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,374 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**323.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,789 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[cry's solution](#)

**324.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,543 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[cry's solution](#)

**325.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,354 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[cry's solution](#)

**326.**

71A

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

Quality: 503,370 global accepts · Rating: 800 · first AC: 2021-05-16 · Python 3 (first AC) · Tags: strings  
[cry's solution](#)

**327.**

1520A

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

Quality: 58,465 global accepts · Rating: 800 · first AC: 2021-05-10 · Python 3 (first AC) · Tags: brute force, implementation  
[cry's solution](#)

**328.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[cry's solution](#)

**329.**

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[cry's solution](#)

**330.**

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[cry's solution](#)

**331.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[cry's solution](#)

**332.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[cry's solution](#)

**333.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,501 global accepts · Rating: 900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[cry's solution](#)

**334.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,835 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation,

sortings

[cry's solution](#)

**335.**

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cry's solution](#)

**336.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[cry's solution](#)

**337.**

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cry's solution](#)

**338.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[cry's solution](#)

**339.**

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cry's solution](#)

**340.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[cry's solution](#)

**341.**

1665B

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

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[cry's solution](#)

**342.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[cry's solution](#)

**343.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cry's solution](#)

**344.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cry's solution](#)

**345.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,564 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[cry's solution](#)

**346.**

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[cry's solution](#)

**347.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[cry's solution](#)

**348.**

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[cry's solution](#)

**349.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation  
[cry's solution](#)

**350.**

1705B

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

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

**351.**

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices  
[cry's solution](#)

**352.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: games  
[cry's solution](#)

**353.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,905 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[cry's solution](#)

**354.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive  
[cry's solution](#)

**355.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number

theory

[cry's solution](#)

**356.**

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[cry's solution](#)

**357.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: math  
[cry's solution](#)

**358.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[cry's solution](#)

**359.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[cry's solution](#)

**360.**

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[cry's solution](#)

**361.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2022-01-23 · Java 11 (first AC) · Tags: greedy, implementation  
[cry's solution](#)

**362.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,135 global accepts · Rating: 900 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[cry's solution](#)

**363.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,961 global accepts · Rating: 900 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[cry's solution](#)

**364.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math  
[cry's solution](#)

**365.**

1374B

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

Quality: 71,594 global accepts · Rating: 900 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: math  
[cry's solution](#)

**366.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[cry's solution](#)

**367.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[cry's solution](#)

**368.**

1582B

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

Quality: 33,373 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[cry's solution](#)

**369.**

1593B

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

Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[cry's solution](#)

**370.**

205A

[Little Elephant and Rozdil](#) · [Tutorial](#)

Quality: 25,230 global accepts · Rating: 900 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cry's solution](#)

**371.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,922 global accepts · Rating: 900 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cry's solution](#)

**372.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[cry's solution](#)

**373.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cry's solution](#)

**374.**

199A

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

Quality: 30,296 global accepts · Rating: 900 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[cry's solution](#)

**375.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,848 global accepts · Rating: 900 · first AC: 2021-08-13 · last AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cry's solution](#)

**376.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[cry's solution](#)

**377.**

1475B

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

Quality: 57,266 global accepts · Rating: 900 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[cry's solution](#)

**378.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[cry's solution](#)

**379.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2021-06-13 · PyPy 3 (first AC) · Tags: strings  
[cry's solution](#)

**380.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,500 global accepts · Rating: 900 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[cry's solution](#)

**381.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,676 global accepts · Rating: 900 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**382.**

580A

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

Quality: 104,707 global accepts · Rating: 900 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[cry's solution](#)

**383.**

133A

[HQ+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2021-06-09 · PyPy 3 (first AC) · Tags: implementation  
[cry's solution](#)

**384.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,414 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[cry's solution](#)

**385.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings  
[cry's solution](#)

**386.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[cry's solution](#)

**387.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[cry's solution](#)

**388.**

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[cry's solution](#)

**389.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cry's solution](#)

**390.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · Java 21 (first AC) · Tags: greedy

[cry's solution](#)

**391.**

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · Java 21 (first AC) · Tags: brute force, data structures, greedy, sortings

[cry's solution](#)

**392.**

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[cry's solution](#)

**393.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[cry's solution](#)

**394.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[cry's solution](#)

**395.**

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[cry's solution](#)

**396.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[cry's solution](#)

**397.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cry's solution](#)

**398.**

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[cry's solution](#)

**399.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,388 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[cry's solution](#)

**400.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[cry's solution](#)

**401.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,588 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers  
[cry's solution](#)

**402.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[cry's solution](#)

**403.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation  
[cry's solution](#)

**404.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[cry's solution](#)

**405.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,416 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[cry's solution](#)

**406.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[cry's solution](#)

**407.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,278 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings  
[cry's solution](#)

**408.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[cry's solution](#)

**409.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[cry's solution](#)

**410.**

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[cry's solution](#)

**411.**

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cry's solution](#)

**412.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-13 · Java 17 (first AC) · Tags: implementation

[cry's solution](#)

**413.**

1769B1

[A=7068D >C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation, math

[cry's solution](#)

**414.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cry's solution](#)

**415.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cry's solution](#)

**416.**

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[cry's solution](#)

**417.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cry's solution](#)

**418.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[cry's solution](#)

**419.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[cry's solution](#)

**420.**

1725B

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

Quality: 28,289 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[cry's solution](#)

**421.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[cry's solution](#)

**422.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[cry's solution](#)

**423.**

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[cry's solution](#)

**424.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[cry's solution](#)

**425.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[cry's solution](#)

**426.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[cry's solution](#)

**427.**

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[cry's solution](#)

**428.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[cry's solution](#)

**429.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · PyPy 3-64 (first AC) · Tags: games, greedy  
[cry's solution](#)

**430.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,057 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[cry's solution](#)

**431.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[cry's solution](#)

**432.**

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[cry's solution](#)

**433.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cry's solution](#)

**434.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2022-02-18 · Java 11 (first AC) · Tags: greedy, sortings

[cry's solution](#)

**435.**

1579E1

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

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cry's solution](#)

**436.**

500A

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

Quality: 62,709 global accepts · Rating: 1000 · first AC: 2022-01-22 · Java 11 (first AC) · Tags: dfs and similar, graphs, implementation

[cry's solution](#)

**437.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,151 global accepts · Rating: 1000 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[cry's solution](#)

**438.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[cry's solution](#)

**439.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[cry's solution](#)

**440.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[cry's solution](#)

**441.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[cry's solution](#)

**442.**

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[cry's solution](#)

**443.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cry's solution](#)

**444.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[cry's solution](#)

**445.**

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cry's solution](#)

**446.**

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cry's solution](#)

**447.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[cry's solution](#)

**448.**

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1000 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[cry's solution](#)

**449.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2021-10-13 · Python 3 (first AC) · Tags: brute force, implementation, math

[cry's solution](#)

**450.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,299 global accepts · Rating: 1000 · first AC: 2021-09-09 · Python 3 (first AC) · Tags: math

[cry's solution](#)

**451.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cry's solution](#)

**452.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cry's solution](#)

**453.**

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[cry's solution](#)

**454.**

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[cry's solution](#)

**455.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[cry's solution](#)

**456.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,818 global accepts · Rating: 1000 · first AC: 2021-07-19 · last AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[cry's solution](#)

**457.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,944 global accepts · Rating: 1000 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[cry's solution](#)

**458.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,026 global accepts · Rating: 1000 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math

[cry's solution](#)

**459.**

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[cry's solution](#)

**460.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[cry's solution](#)

**461.**

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cry's solution](#)

**462.**

1256A

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

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[cry's solution](#)

**463.**

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[cry's solution](#)

**464.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[cry's solution](#)

**465.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,946 global accepts · Rating: 1000 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[cry's solution](#)

**466.**

476A

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

Quality: 51,623 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[cry's solution](#)

**467.**

577A

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

Quality: 45,288 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory  
[cry's solution](#)

**468.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,422 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[cry's solution](#)

**469.**

339B

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

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**470.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,296 global accepts · Rating: 1000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[cry's solution](#)

**471.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,406 global accepts · Rating: 1000 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[cry's solution](#)

**472.**

742A

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

Quality: 51,992 global accepts · Rating: 1000 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory  
[cry's solution](#)

**473.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,838 global accepts · Rating: 1000 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**474.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[cry's solution](#)

**475.**

584A

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

Quality: 52,618 global accepts · Rating: 1000 · first AC: 2021-06-11 · PyPy 3 (first AC) · Tags: math  
[cry's solution](#)

**476.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**477.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,506 global accepts · Rating: 1000 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[cry's solution](#)

**478.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,990 global accepts · Rating: 1000 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**479.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[cry's solution](#)

**480.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,472 global accepts · Rating: 1000 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**481.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math  
[cry's solution](#)

**482.**

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[cry's solution](#)

**483.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[cry's solution](#)

**484.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[cry's solution](#)

**485.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[cry's solution](#)

**486.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[cry's solution](#)

**487.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cry's solution](#)

**488.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[cry's solution](#)

**489.**

2025B

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

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

[cry's solution](#)

**490.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[cry's solution](#)

**491.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[cry's solution](#)

**492.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[cry's solution](#)

**493.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cry's solution](#)

**494.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · Java 21 (first AC) · Tags: data structures, greedy, sortings  
[cry's solution](#)

**495.**

1976B

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

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

**496.**

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: \*special, dp  
[cry's solution](#)

**497.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory  
[cry's solution](#)

**498.**

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[cry's solution](#)

**499.**

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: \*special, implementation  
[cry's solution](#)

**500.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1100 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings  
[cry's solution](#)

**501.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[cry's solution](#)

**502.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · GNU C11 (first AC) · Tags: greedy, implementation, math  
[cry's solution](#)

**503.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math  
[cry's solution](#)

**504.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,822 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two

pointers

[cry's solution](#)

**505.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[cry's solution](#)

**506.**

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[cry's solution](#)

**507.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 1100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[cry's solution](#)

**508.**

1791G1

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

Quality: 33,931 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cry's solution](#)

**509.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,294 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[cry's solution](#)

**510.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-17 · Java 11 (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[cry's solution](#)

**511.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[cry's solution](#)

**512.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[cry's solution](#)

**513.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[cry's solution](#)

**514.**

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[cry's solution](#)

**515.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cry's solution](#)

**516.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings

[cry's solution](#)

**517.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[cry's solution](#)

**518.**

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[cry's solution](#)

**519.**

1722D

[Line](#) · [Tutorial](#)

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**520.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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**521.**

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

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**522.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: sortings

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**523.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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**524.**

1511C

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

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, trees

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**525.**

1706B

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Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
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**526.**

1708B

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

Quality: 28,417 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[cry's solution](#)

**527.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: math  
[cry's solution](#)

**528.**

988B

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Quality: 20,289 global accepts · Rating: 1100 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings  
[cry's solution](#)

**529.**

1700B

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Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
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**530.**

1401B

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**531.**

1692D

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Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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**532.**

835B

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Quality: 11,420 global accepts · Rating: 1100 · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[cry's solution](#)

**533.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,076 global accepts · Rating: 1100 · first AC: 2022-05-12 · Java 11 (first AC) · Tags: binary search, greedy, sortings  
[cry's solution](#)

**534.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,624 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers  
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**535.**

1669D

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[cry's solution](#)

**536.**

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,981 global accepts · Rating: 1100 · first AC: 2022-03-02 · PyPy 3-64 (first AC) · Tags: implementation  
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**537.**

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
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**538.**

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation  
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**539.**

1638B

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Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings  
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**540.**

1637B

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Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math  
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**541.**

1633C

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Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-02-01 · PyPy 3-64 (first AC) · Tags: brute force, math  
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**542.**

1481B

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Quality: 19,909 global accepts · Rating: 1100 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
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**543.**

1609B

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Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**544.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation  
[cry's solution](#)

**545.**

1626B

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**546.**

1625B

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[cry's solution](#)

**547.**

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[cry's solution](#)

**548.**

1618C

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**549.**

1623B

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[cry's solution](#)

**550.**

1616B

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Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[cry's solution](#)

**551.**

1593D1

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Quality: 21,804 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cry's solution](#)

**552.**

1370B

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[cry's solution](#)

**553.**

633A

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Quality: 14,694 global accepts · Rating: 1100 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cry's solution](#)

**554.**

1085B

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Quality: 10,086 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math

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**555.**

1409B

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[cry's solution](#)

**556.**

1227A

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**557.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**558.**

869B

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**559.**

6B

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[cry's solution](#)

**560.**

12B

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[cry's solution](#)

**561.**

12C

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Quality: 7,354 global accepts · Rating: 1100 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
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**562.**

1382B

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**563.**

349A

[Cinema Line](#) · [Tutorial](#)

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**564.**

1342B

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**565.**

1365A

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Quality: 25,046 global accepts · Rating: 1100 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
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**566.**

478A

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Quality: 27,188 global accepts · Rating: 1100 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**567.**

1472C

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[cry's solution](#)

**568.**

1334B

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Quality: 27,622 global accepts · Rating: 1100 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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**569.**

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
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**570.**

467B

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Quality: 42,860 global accepts · Rating: 1100 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation  
[cry's solution](#)

**571.**

313B

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Quality: 54,513 global accepts · Rating: 1100 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
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**572.**

368B

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**573.**

25B

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**574.**

624B

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Quality: 8,399 global accepts · Rating: 1100 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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**575.**

1304B

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**576.**

158B

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**577.**

1490C

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Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
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**578.**

1345B

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**579.**

1324C

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**580.**

919B

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**581.**

1366A

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**582.**

1360C

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**583.**

363B

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[cry's solution](#)

**584.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,236 global accepts · Rating: 1100 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**585.**

1327A

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**586.**

456A

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[cry's solution](#)

**587.**

519B

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[cry's solution](#)

**588.**

706B

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Quality: 84,480 global accepts · Rating: 1100 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

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**589.**

270A

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**590.**

2182C

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Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp  
[cry's solution](#)

**591.**

2126D

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Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
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**592.**

2069B

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**593.**

2051D

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**594.**

2020B

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Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
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**595.**

2019B

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Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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**596.**

2003C

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Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[cry's solution](#)

**597.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-06-30 · Java 21 (first AC) · Tags: dp, greedy  
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**598.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · Java 21 (first AC) · Tags: brute force, greedy, strings  
[cry's solution](#)

**599.**

1982C

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**600.**

1982B

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**601.**

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

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**602.**

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[cry's solution](#)

**603.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

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**604.**

1907C

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

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[cry's solution](#)

**605.**

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,771 global accepts · Rating: 1200 · first AC: 2023-08-07 · GNU C11 (first AC) · Tags: greedy, sortings

[cry's solution](#)

**606.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[cry's solution](#)

**607.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[cry's solution](#)

**608.**

344B

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Quality: 9,591 global accepts · Rating: 1200 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math

[cry's solution](#)

**609.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[cry's solution](#)

**610.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[cry's solution](#)

**611.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[cry's solution](#)

**612.**

1769C1

[A65001d CD\\$:C](#) · [Tutorial](#)

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp, greedy

[cry's solution](#)

**613.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[cry's solution](#)

**614.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[cry's solution](#)

**615.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[cry's solution](#)

**616.**

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cry's solution](#)

**617.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-26 · GNU C11 (first AC) · Tags: greedy, math

[cry's solution](#)

**618.**

1730C

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Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

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**619.**

1729D

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Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-13 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[cry's solution](#)

**620.**

879B

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Quality: 14,407 global accepts · Rating: 1200 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[cry's solution](#)

**621.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[cry's solution](#)

**622.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math  
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**623.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
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**624.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math  
[cry's solution](#)

**625.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[cry's solution](#)

**626.**

1102C

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

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: games  
[cry's solution](#)

**627.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[cry's solution](#)

**628.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[cry's solution](#)

**629.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[cry's solution](#)

**630.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,295 global accepts · Rating: 1200 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers  
[cry's solution](#)

**631.**

1679B

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

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[cry's solution](#)

**632.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings  
[cry's solution](#)

**633.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation  
[cry's solution](#)

**634.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings  
[cry's solution](#)

**635.**

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings  
[cry's solution](#)

**636.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2022-03-05 · Java 11 (first AC) · Tags: math, number theory  
[cry's solution](#)

**637.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[cry's solution](#)

**638.**

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[cry's solution](#)

**639.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation  
[cry's solution](#)

**640.**

1635C

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Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**641.**

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cry's solution](#)

**642.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2022-01-22 · Java 11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[cry's solution](#)

**643.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[cry's solution](#)

**644.**

961B

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Quality: 26,346 global accepts · Rating: 1200 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[cry's solution](#)

**645.**

1613C

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Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[cry's solution](#)

**646.**

1245B

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Quality: 14,531 global accepts · Rating: 1200 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[cry's solution](#)

**647.**

1149A

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[cry's solution](#)

**648.**

1270B

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Quality: 17,376 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**649.**

1536B

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Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[cry's solution](#)

**650.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**651.**

1384A

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Quality: 19,614 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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**652.**

1537C

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Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**653.**

1076B

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Quality: 14,591 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

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**654.**

1539C

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Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**655.**

754A

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Quality: 9,376 global accepts · Rating: 1200 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**656.**

985B

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Quality: 7,879 global accepts · Rating: 1200 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**657.**

1191B

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Quality: 9,864 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**658.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**659.**

1075B

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Quality: 4,527 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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**660.**

914B

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Quality: 9,065 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

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**661.**

1140B

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**662.**

1512C

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Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings  
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**663.**

934B

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Quality: 9,163 global accepts · Rating: 1200 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
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**664.**

1512D

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Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
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**665.**

940A

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Quality: 8,815 global accepts · Rating: 1200 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
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**666.**

990B

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Quality: 8,617 global accepts · Rating: 1200 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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**667.**

1272B

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**668.**

812A

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Quality: 6,449 global accepts · Rating: 1200 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**669.**

911B

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Quality: 12,807 global accepts · Rating: 1200 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation  
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**670.**

1133C

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Quality: 28,135 global accepts · Rating: 1200 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers  
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**671.**

1029B

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Quality: 18,466 global accepts · Rating: 1200 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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**672.**

454B

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**673.**

1097B

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Quality: 35,964 global accepts · Rating: 1200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[cry's solution](#)

**674.**

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,189 global accepts · Rating: 1200 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

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**675.**

8A

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Quality: 6,727 global accepts · Rating: 1200 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: strings

[cry's solution](#)

**676.**

27A

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Quality: 23,006 global accepts · Rating: 1200 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[cry's solution](#)

**677.**

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cry's solution](#)

**678.**

23A

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Quality: 6,303 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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**679.**

1472D

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Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[cry's solution](#)

**680.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[cry's solution](#)

**681.**

1409C

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Quality: 24,642 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cry's solution](#)

**682.**

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

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**683.**

1364A

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Quality: 31,364 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[cry's solution](#)

**684.**

1328C

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**685.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

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**686.**

1594C

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Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[cry's solution](#)

**687.**

1510K

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Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

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**688.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cry's solution](#)

**689.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[cry's solution](#)

**690.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[cry's solution](#)

**691.**

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[cry's solution](#)

**692.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[cry's solution](#)

**693.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[cry's solution](#)

**694.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees  
[cry's solution](#)

**695.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[cry's solution](#)

**696.**

1327B

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

Quality: 19,496 global accepts · Rating: 1200 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[cry's solution](#)

**697.**

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[cry's solution](#)

**698.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,340 global accepts · Rating: 1200 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[cry's solution](#)

**699.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[cry's solution](#)

**700.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**701.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,881 global accepts · Rating: 1200 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings  
[cry's solution](#)

**702.**

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[cry's solution](#)

**703.**

459A

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

Quality: 36,407 global accepts · Rating: 1200 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**704.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[cry's solution](#)

**705.**

1006C

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

Quality: 25,363 global accepts · Rating: 1200 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers  
[cry's solution](#)

**706.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[cry's solution](#)

**707.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[cry's solution](#)

**708.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers  
[cry's solution](#)

**709.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings  
[cry's solution](#)

**710.**

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar  
[cry's solution](#)

**711.**

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation  
[cry's solution](#)

**712.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[cry's solution](#)

**713.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[cry's solution](#)

**714.**

1272C

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

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[cry's solution](#)

**715.**

1354B

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Quality: 35,290 global accepts · Rating: 1200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[cry's solution](#)

**716.**

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cry's solution](#)

**717.**

1343C

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

Quality: 44,081 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[cry's solution](#)

**718.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,564 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[cry's solution](#)

**719.**

1352C

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

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[cry's solution](#)

**720.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[cry's solution](#)

**721.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[cry's solution](#)

**722.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cry's solution](#)

**723.**

492B

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

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[cry's solution](#)

**724.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths

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**725.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers  
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**726.**

2112C

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**727.**

2072D

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Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation  
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**728.**

2073L

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Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**729.**

2064C

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Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy  
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**730.**

2025C

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**731.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
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**732.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,704 global accepts · Rating: 1300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
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**733.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
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**734.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers  
[cry's solution](#)

**735.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[cry's solution](#)

**736.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[cry's solution](#)

**737.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[cry's solution](#)

**738.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees  
[cry's solution](#)

**739.**

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2021-07-19 · last AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation  
[cry's solution](#)

**740.**

1850F

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Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[cry's solution](#)

**741.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[cry's solution](#)

**742.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math  
[cry's solution](#)

**743.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory  
[cry's solution](#)

**744.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings  
[cry's solution](#)

**745.**

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[cry's solution](#)

**746.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive  
[cry's solution](#)

**747.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: two pointers  
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**748.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[cry's solution](#)

**749.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · Java 11 (first AC) · Tags: constructive algorithms, dp, greedy  
[cry's solution](#)

**750.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-13 · Java 17 (first AC) · Tags: dp, implementation  
[cry's solution](#)

**751.**

1769C2

[A&gt;C&D&C&D\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp  
[cry's solution](#)

**752.**

1694C

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

Rating: 1300 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[cry's solution](#)

**753.**

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[cry's solution](#)

**754.**

1157C1

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

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[cry's solution](#)

**755.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[cry's solution](#)

**756.**

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[cry's solution](#)

**757.**

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[cry's solution](#)

**758.**

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2022-09-14 · Java 17 (first AC) · Tags: graphs, implementation, math

[cry's solution](#)

**759.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[cry's solution](#)

**760.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cry's solution](#)

**761.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[cry's solution](#)

**762.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cry's solution](#)

**763.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cry's solution](#)

**764.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[cry's solution](#)

**765.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[cry's solution](#)

**766.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**767.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation  
[cry's solution](#)

**768.**

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[cry's solution](#)

**769.**

1698C

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Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures  
[cry's solution](#)

**770.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[cry's solution](#)

**771.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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**772.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[cry's solution](#)

**773.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[cry's solution](#)

**774.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees  
[cry's solution](#)

**775.**

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory  
[cry's solution](#)

**776.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[cry's solution](#)

**777.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[cry's solution](#)

**778.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[cry's solution](#)

**779.**

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cry's solution](#)

**780.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-17 · last AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[cry's solution](#)

**781.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[cry's solution](#)

**782.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[cry's solution](#)

**783.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

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**784.**

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[cry's solution](#)

**785.**

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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**786.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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**787.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[cry's solution](#)

**788.**

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory  
[cry's solution](#)

**789.**

777B

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

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings  
[cry's solution](#)

**790.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings  
[cry's solution](#)

**791.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[cry's solution](#)

**792.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings  
[cry's solution](#)

**793.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[cry's solution](#)

**794.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,259 global accepts · Rating: 1300 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[cry's solution](#)

**795.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,841 global accepts · Rating: 1300 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[cry's solution](#)

**796.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory  
[cry's solution](#)

**797.**

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force  
[cry's solution](#)

**798.**

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

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**799.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[cry's solution](#)

**800.**

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cry's solution](#)

**801.**

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[cry's solution](#)

**802.**

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cry's solution](#)

**803.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[cry's solution](#)

**804.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[cry's solution](#)

**805.**

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cry's solution](#)

**806.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[cry's solution](#)

**807.**

876B

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

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[cry's solution](#)

**808.**

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2021-11-20 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[cry's solution](#)

**809.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[cry's solution](#)

**810.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[cry's solution](#)

**811.**

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cry's solution](#)

**812.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[cry's solution](#)

**813.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[cry's solution](#)

**814.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[cry's solution](#)

**815.**

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[cry's solution](#)

**816.**

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[cry's solution](#)

**817.**

1294C

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

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[cry's solution](#)

**818.**

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[cry's solution](#)

**819.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[cry's solution](#)

**820.**

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,462 global accepts · Rating: 1300 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[cry's solution](#)

**821.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[cry's solution](#)

**822.**

1182B

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

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[cry's solution](#)

**823.**

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[cry's solution](#)

**824.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[cry's solution](#)

**825.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[cry's solution](#)

**826.**

330B

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

Quality: 19,388 global accepts · Rating: 1300 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[cry's solution](#)

**827.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cry's solution](#)

**828.**

1372B

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

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[cry's solution](#)

**829.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[cry's solution](#)

**830.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,536 global accepts · Rating: 1300 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[cry's solution](#)

**831.**

450B

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

Quality: 28,829 global accepts · Rating: 1300 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[cry's solution](#)

**832.**

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**833.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[cry's solution](#)

**834.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[cry's solution](#)

**835.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities  
[cry's solution](#)

**836.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[cry's solution](#)

**837.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[cry's solution](#)

**838.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[cry's solution](#)

**839.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[cry's solution](#)

**840.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-08-13 · last AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[cry's solution](#)

**841.**

476B

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

Quality: 37,036 global accepts · Rating: 1300 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[cry's solution](#)

**842.**

1260B

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

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[cry's solution](#)

**843.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[cry's solution](#)

**844.**

1470A

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

Quality: 29,396 global accepts · Rating: 1300 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[cry's solution](#)

**845.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, number theory

[cry's solution](#)

**846.**

600B

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

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[cry's solution](#)

**847.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[cry's solution](#)

**848.**

862B

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

Quality: 25,656 global accepts · Rating: 1300 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[cry's solution](#)

**849.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[cry's solution](#)

### 850.

459B

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

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[cry's solution](#)

### 851.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,884 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[cry's solution](#)

### 852.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[cry's solution](#)

### 853.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,893 global accepts · Rating: 1300 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[cry's solution](#)

### 854.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[cry's solution](#)

### 855.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[cry's solution](#)

### 856.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,219 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[cry's solution](#)

### 857.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[cry's solution](#)

### 858.

2020C

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

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

[cry's solution](#)

### 859.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings  
[cry's solution](#)

**860.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[cry's solution](#)

**861.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation  
[cry's solution](#)

**862.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · Java 21 (first AC) · Tags: greedy, math  
[cry's solution](#)

**863.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · Java 21 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers  
[cry's solution](#)

**864.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,741 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[cry's solution](#)

**865.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
[cry's solution](#)

**866.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,582 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms  
[cry's solution](#)

**867.**

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[cry's solution](#)

**868.**

1888C

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[cry's solution](#)

**869.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[cry's solution](#)

**870.**

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[cry's solution](#)

**871.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · GNU C11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[cry's solution](#)

**872.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[cry's solution](#)

**873.**

445B

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2021-11-14 · last AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy  
[cry's solution](#)

**874.**

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[cry's solution](#)

**875.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings  
[cry's solution](#)

**876.**

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[cry's solution](#)

**877.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[cry's solution](#)

**878.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[cry's solution](#)

**879.**

1769B2

[A > C](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: \*special, binary search, brute force, math  
[cry's solution](#)

**880.**

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy  
[cry's solution](#)

**881.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[cry's solution](#)

**882.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory  
[cry's solution](#)

**883.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[cry's solution](#)

**884.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings  
[cry's solution](#)

**885.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation  
[cry's solution](#)

**886.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[cry's solution](#)

**887.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers  
[cry's solution](#)

**888.**

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[cry's solution](#)

**889.**

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[cry's solution](#)

**890.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[cry's solution](#)

**891.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[cry's solution](#)

**892.**

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation  
[cry's solution](#)

**893.**

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[cry's solution](#)

**894.**

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[cry's solution](#)

**895.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[cry's solution](#)

**896.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[cry's solution](#)

**897.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[cry's solution](#)

**898.**

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers  
[cry's solution](#)

**899.**

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics  
[cry's solution](#)

**900.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[cry's solution](#)

**901.**

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,190 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory

[cry's solution](#)

**902.**

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[cry's solution](#)

**903.**

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[cry's solution](#)

**904.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[cry's solution](#)

**905.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[cry's solution](#)

**906.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[cry's solution](#)

**907.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[cry's solution](#)

**908.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[cry's solution](#)

**909.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[cry's solution](#)

**910.**

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[cry's solution](#)

**911.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[cry's solution](#)

**912.**

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[cry's solution](#)

**913.**

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2022-01-23 · Java 11 (first AC) · Tags: dfs and similar, math, sortings

[cry's solution](#)

**914.**

1167C

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

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2021-11-15 · last AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cry's solution](#)

**915.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[cry's solution](#)

**916.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[cry's solution](#)

**917.**

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[cry's solution](#)

**918.**

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[cry's solution](#)

**919.**

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cry's solution](#)

**920.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[cry's solution](#)

**921.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cry's solution](#)

**922.**

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[cry's solution](#)

**923.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[cry's solution](#)

**924.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[cry's solution](#)

**925.**

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[cry's solution](#)

**926.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[cry's solution](#)

**927.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[cry's solution](#)

**928.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cry's solution](#)

**929.**

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[cry's solution](#)

**930.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[cry's solution](#)

**931.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[cry's solution](#)

**932.**

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1400 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math  
[cry's solution](#)

**933.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search  
[cry's solution](#)

**934.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation  
[cry's solution](#)

**935.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees  
[cry's solution](#)

**936.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,400 global accepts · Rating: 1400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation  
[cry's solution](#)

**937.**

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[cry's solution](#)

**938.**

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[cry's solution](#)

**939.**

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[cry's solution](#)

**940.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers  
[cry's solution](#)

**941.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[cry's solution](#)

**942.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[cry's solution](#)

**943.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[cry's solution](#)

**944.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[cry's solution](#)

**945.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings  
[cry's solution](#)

**946.**

1425F

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

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive  
[cry's solution](#)

**947.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[cry's solution](#)

**948.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[cry's solution](#)

**949.**

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[cry's solution](#)

**950.**

1183D

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

Quality: 20,430 global accepts · Rating: 1400 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[cry's solution](#)

**951.**

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1400 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[cry's solution](#)

**952.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[cry's solution](#)

**953.**

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[cry's solution](#)

**954.**

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,677 global accepts · Rating: 1400 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[cry's solution](#)

**955.**

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,602 global accepts · Rating: 1400 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games  
[cry's solution](#)

**956.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu  
[cry's solution](#)

**957.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees  
[cry's solution](#)

**958.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[cry's solution](#)

**959.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[cry's solution](#)

**960.**

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[cry's solution](#)

**961.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cry's solution](#)

**962.**

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cry's solution](#)

**963.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[cry's solution](#)

**964.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[cry's solution](#)

**965.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cry's solution](#)

**966.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[cry's solution](#)

**967.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[cry's solution](#)

**968.**

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cry's solution](#)

**969.**

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2021-10-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, sortings

[cry's solution](#)

**970.**

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar

[cry's solution](#)

**971.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[cry's solution](#)

**972.**

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[cry's solution](#)

**973.**

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs  
[cry's solution](#)

**974.**

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[cry's solution](#)

**975.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[cry's solution](#)

**976.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math  
[cry's solution](#)

**977.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[cry's solution](#)

**978.**

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[cry's solution](#)

**979.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[cry's solution](#)

**980.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math  
[cry's solution](#)

**981.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math  
[cry's solution](#)

**982.**

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[cry's solution](#)

**983.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[cry's solution](#)

**984.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu  
[cry's solution](#)

**985.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games  
[cry's solution](#)

**986.**

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[cry's solution](#)

**987.**

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[cry's solution](#)

**988.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[cry's solution](#)

**989.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[cry's solution](#)

**990.**

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search  
[cry's solution](#)

**991.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers  
[cry's solution](#)

**992.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[cry's solution](#)

**993.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two

pointers

[cry's solution](#)

**994.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,459 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[cry's solution](#)

**995.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[cry's solution](#)

**996.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[cry's solution](#)

**997.**

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[cry's solution](#)

**998.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, number theory

[cry's solution](#)

**999.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[cry's solution](#)

**1000.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2022-02-09 · last AC: 2024-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cry's solution](#)

**1001.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[cry's solution](#)

**1002.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[cry's solution](#)

**1003.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,341 global accepts · Rating: 1500 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings  
[cry's solution](#)

**1004.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[cry's solution](#)

**1005.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[cry's solution](#)

**1006.**

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[cry's solution](#)

**1007.**

1877D

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

Rating: 1500 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[cry's solution](#)

**1008.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[cry's solution](#)

**1009.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,361 global accepts · Rating: 1500 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[cry's solution](#)

**1010.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,694 global accepts · Rating: 1500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cry's solution](#)

**1011.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[cry's solution](#)

**1012.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[cry's solution](#)

**1013.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data

structures, dp

[cry's solution](#)

**1014.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2021-09-05 · last AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[cry's solution](#)

**1015.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[cry's solution](#)

**1016.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cry's solution](#)

**1017.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,272 global accepts · Rating: 1500 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[cry's solution](#)

**1018.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cry's solution](#)

**1019.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[cry's solution](#)

**1020.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cry's solution](#)

**1021.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cry's solution](#)

**1022.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[cry's solution](#)

**1023.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[cry's solution](#)

**1024.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[cry's solution](#)**1025.**

1754C2

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

Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[cry's solution](#)**1026.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[cry's solution](#)**1027.**

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[cry's solution](#)**1028.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[cry's solution](#)**1029.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[cry's solution](#)**1030.**

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[cry's solution](#)**1031.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[cry's solution](#)**1032.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cry's solution](#)**1033.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math

[cry's solution](#)

**1034.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation  
[cry's solution](#)

**1035.**

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings  
[cry's solution](#)

**1036.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers  
[cry's solution](#)

**1037.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[cry's solution](#)

**1038.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2022-05-02 · last AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices  
[cry's solution](#)

**1039.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math  
[cry's solution](#)

**1040.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings  
[cry's solution](#)

**1041.**

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation  
[cry's solution](#)

**1042.**

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[cry's solution](#)

**1043.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math, sortings  
[cry's solution](#)

**1044.**

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[cry's solution](#)

**1045.**

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[cry's solution](#)

**1046.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[cry's solution](#)

**1047.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[cry's solution](#)

**1048.**

577C

[Vasya and Petya's Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory  
[cry's solution](#)

**1049.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers  
[cry's solution](#)

**1050.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics  
[cry's solution](#)

**1051.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory  
[cry's solution](#)

**1052.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,612 global accepts · Rating: 1500 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[cry's solution](#)

**1053.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation  
[cry's solution](#)

**1054.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[cry's solution](#)

**1055.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[cry's solution](#)

**1056.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cry's solution](#)

**1057.**

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[cry's solution](#)

**1058.**

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2022-06-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[cry's solution](#)

**1059.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2022-06-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[cry's solution](#)

**1060.**

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2022-06-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, math

[cry's solution](#)

**1061.**

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2022-06-17 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[cry's solution](#)

**1062.**

978D

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

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2022-06-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[cry's solution](#)

**1063.**

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[cry's solution](#)

**1064.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[cry's solution](#)

**1065.**

1676H2

[Maximum Crossings \(Hard Version\) · Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[cry's solution](#)

**1066.**

1675E

[Replace With the Previous, Minimize · Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[cry's solution](#)

**1067.**

1673C

[Palindrome Basis · Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[cry's solution](#)

**1068.**

1201B

[Zero Array · Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cry's solution](#)

**1069.**

1659C

[Line Empire · Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[cry's solution](#)

**1070.**

1646C

[Factorials and Powers of Two · Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[cry's solution](#)

**1071.**

982C

[Cut 'em all! · Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[cry's solution](#)

**1072.**

839C

[Journey · Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[cry's solution](#)

**1073.**

891A

[Pride · Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[cry's solution](#)

**1074.**

1005D

[Polycarp and Div 3 · Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[cry's solution](#)

**1075.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 1500 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[cry's solution](#)

**1076.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[cry's solution](#)

**1077.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[cry's solution](#)

**1078.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cry's solution](#)

**1079.**

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[cry's solution](#)

**1080.**

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cry's solution](#)

**1081.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[cry's solution](#)

**1082.**

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2021-12-26 · last AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[cry's solution](#)

**1083.**

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,885 global accepts · Rating: 1500 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[cry's solution](#)

**1084.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[cry's solution](#)

**1085.**

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation  
[cry's solution](#)

**1086.**

855B

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

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp  
[cry's solution](#)

**1087.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory  
[cry's solution](#)

**1088.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings  
[cry's solution](#)

**1089.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy  
[cry's solution](#)

**1090.**

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs  
[cry's solution](#)

**1091.**

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[cry's solution](#)

**1092.**

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[cry's solution](#)

**1093.**

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dfs and similar, graphs, implementation  
[cry's solution](#)

**1094.**

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs  
[cry's solution](#)

**1095.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[cry's solution](#)

**1096.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[cry's solution](#)

**1097.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[cry's solution](#)

**1098.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers  
[cry's solution](#)

**1099.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings  
[cry's solution](#)

**1100.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[cry's solution](#)

**1101.**

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[cry's solution](#)

**1102.**

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[cry's solution](#)

**1103.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[cry's solution](#)

**1104.**

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**1105.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[cry's solution](#)

**1106.**

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees  
[cry's solution](#)

**1107.**

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[cry's solution](#)

**1108.**

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[cry's solution](#)

**1109.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[cry's solution](#)

**1110.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[cry's solution](#)

**1111.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers  
[cry's solution](#)

**1112.**

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[cry's solution](#)

**1113.**

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[cry's solution](#)

**1114.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[cry's solution](#)

**1115.**

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[cry's solution](#)

**1116.**

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 1500 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[cry's solution](#)

**1117.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2021-12-05 · last AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[cry's solution](#)

**1118.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[cry's solution](#)

**1119.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cry's solution](#)

**1120.**

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cry's solution](#)

**1121.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[cry's solution](#)

**1122.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[cry's solution](#)

**1123.**

362A

[Two Semiknights Meet](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cry's solution](#)

**1124.**

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cry's solution](#)

**1125.**

744A

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

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[cry's solution](#)

**1126.**

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cry's solution](#)

**1127.**

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[cry's solution](#)

**1128.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[cry's solution](#)

**1129.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[cry's solution](#)

**1130.**

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[cry's solution](#)

**1131.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cry's solution](#)

**1132.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[cry's solution](#)

**1133.**

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,864 global accepts · Rating: 1500 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[cry's solution](#)

**1134.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[cry's solution](#)

**1135.**

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[cry's solution](#)

**1136.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 1500 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[cry's solution](#)

**1137.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths  
[cry's solution](#)

**1138.**

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory  
[cry's solution](#)

**1139.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 1500 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings, two pointers  
[cry's solution](#)

**1140.**

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**1141.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation  
[cry's solution](#)

**1142.**

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cry's solution](#)

**1143.**

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[cry's solution](#)

**1144.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities  
[cry's solution](#)

**1145.**

1272D

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

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[cry's solution](#)

**1146.**

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[cry's solution](#)

**1147.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[cry's solution](#)

**1148.**

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[cry's solution](#)

**1149.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2021-10-03 · PyPy 3 (first AC) · Tags: combinatorics

[cry's solution](#)

**1150.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 1500 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[cry's solution](#)

**1151.**

1106D

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

Quality: 19,661 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[cry's solution](#)

**1152.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cry's solution](#)

**1153.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[cry's solution](#)

**1154.**

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cry's solution](#)

**1155.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cry's solution](#)

**1156.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[cry's solution](#)

**1157.**

701C

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

Quality: 19,796 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings, two pointers

[cry's solution](#)

**1158.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[cry's solution](#)

### 1159.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,936 global accepts · Rating: 1500 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[cry's solution](#)

### 1160.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[cry's solution](#)

### 1161.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[cry's solution](#)

### 1162.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[cry's solution](#)

### 1163.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[cry's solution](#)

### 1164.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[cry's solution](#)

### 1165.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[cry's solution](#)

### 1166.

2036E

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

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[cry's solution](#)

### 1167.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[cry's solution](#)

### 1168.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, graphs, greedy, implementation, shortest paths

[cry's solution](#)

**1169.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[cry's solution](#)

**1170.**

1957C

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

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cry's solution](#)

**1171.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[cry's solution](#)

**1172.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cry's solution](#)

**1173.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[cry's solution](#)

**1174.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1600 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[cry's solution](#)

**1175.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[cry's solution](#)

**1176.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-06 · GNU C11 (first AC) · Tags: binary search, brute force, data structures, dp

[cry's solution](#)

**1177.**

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[cry's solution](#)

**1178.**

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing,

implementation

[cry's solution](#)

**1179.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[cry's solution](#)

**1180.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[cry's solution](#)

**1181.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[cry's solution](#)

**1182.**

1802C

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

Rating: 1600 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[cry's solution](#)

**1183.**

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[cry's solution](#)

**1184.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[cry's solution](#)

**1185.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[cry's solution](#)

**1186.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-13 · Java 17 (first AC) · Tags: math, number theory

[cry's solution](#)

**1187.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[cry's solution](#)

**1188.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[cry's solution](#)

**1189.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[cry's solution](#)

**1190.**

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[cry's solution](#)

**1191.**

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[cry's solution](#)

**1192.**

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[cry's solution](#)

**1193.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cry's solution](#)

**1194.**

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[cry's solution](#)

**1195.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[cry's solution](#)

**1196.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-09-09 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs

[cry's solution](#)

**1197.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, two pointers

[cry's solution](#)

**1198.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: trees

[cry's solution](#)

**1199.**

1722E

[Counting Rectangles](#) · [Tutorial](#)

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[cry's solution](#)

**1200.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[cry's solution](#)

**1201.**

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[cry's solution](#)

**1202.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[cry's solution](#)

**1203.**

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cry's solution](#)

**1204.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[cry's solution](#)

**1205.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[cry's solution](#)

**1206.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[cry's solution](#)

**1207.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[cry's solution](#)

**1208.**

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[cry's solution](#)

**1209.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[cry's solution](#)

**1210.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[cry's solution](#)

**1211.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[cry's solution](#)

**1212.**

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[cry's solution](#)

**1213.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[cry's solution](#)

**1214.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[cry's solution](#)

**1215.**

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cry's solution](#)

**1216.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[cry's solution](#)

**1217.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[cry's solution](#)

**1218.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[cry's solution](#)

**1219.**

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[cry's solution](#)

**1220.**

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing

[cry's solution](#)

**1221.**

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu

[cry's solution](#)

**1222.**

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[cry's solution](#)

**1223.**

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[cry's solution](#)

**1224.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[cry's solution](#)

**1225.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[cry's solution](#)

**1226.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[cry's solution](#)

**1227.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[cry's solution](#)

**1228.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[cry's solution](#)

**1229.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, two pointers  
[cry's solution](#)

**1230.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[cry's solution](#)

**1231.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy  
[cry's solution](#)

**1232.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation  
[cry's solution](#)

**1233.**

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy  
[cry's solution](#)

**1234.**

1703G

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

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math  
[cry's solution](#)

**1235.**

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees  
[cry's solution](#)

**1236.**

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers  
[cry's solution](#)

**1237.**

1196D2

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

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers  
[cry's solution](#)

**1238.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: probabilities  
[cry's solution](#)

**1239.**

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[cry's solution](#)

**1240.**

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings  
[cry's solution](#)

**1241.**

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math  
[cry's solution](#)

**1242.**

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math, number theory  
[cry's solution](#)

**1243.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: number theory  
[cry's solution](#)

**1244.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, sortings  
[cry's solution](#)

**1245.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[cry's solution](#)

**1246.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[cry's solution](#)

**1247.**

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[cry's solution](#)

**1248.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[cry's solution](#)

**1249.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[cry's solution](#)

**1250.**

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[cry's solution](#)

**1251.**

1109A

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

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[cry's solution](#)

**1252.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[cry's solution](#)

**1253.**

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[cry's solution](#)

**1254.**

1151B

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

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[cry's solution](#)

**1255.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[cry's solution](#)

**1256.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[cry's solution](#)

**1257.**

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2022-06-23 · PyPy 3-64 (first AC) · Tags: expression parsing, implementation, strings

[cry's solution](#)

**1258.**

606C

[Sorting Railway Cars](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[cry's solution](#)

**1259.**

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2022-06-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[cry's solution](#)

**1260.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 1600 · first AC: 2022-06-20 · PyPy 3-64 (first AC) · Tags: dp, implementation, trees

[cry's solution](#)

**1261.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2022-06-19 · PyPy 3-64 (first AC) · Tags: implementation, math  
[cry's solution](#)

**1262.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math  
[cry's solution](#)

**1263.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings  
[cry's solution](#)

**1264.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2021-09-09 · last AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[cry's solution](#)

**1265.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers  
[cry's solution](#)

**1266.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,724 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[cry's solution](#)

**1267.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[cry's solution](#)

**1268.**

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[cry's solution](#)

**1269.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[cry's solution](#)

**1270.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[cry's solution](#)

**1271.**

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[cry's solution](#)

**1272.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[cry's solution](#)

**1273.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cry's solution](#)

**1274.**

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[cry's solution](#)

**1275.**

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[cry's solution](#)

**1276.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[cry's solution](#)

**1277.**

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[cry's solution](#)

**1278.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[cry's solution](#)

**1279.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, ternary search

[cry's solution](#)

**1280.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, strings, two pointers

[cry's solution](#)

**1281.**

1336A

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

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[cry's solution](#)

### 1282.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[cry's solution](#)

### 1283.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2022-01-23 · Java 11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[cry's solution](#)

### 1284.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2022-01-23 · Java 11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[cry's solution](#)

### 1285.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[cry's solution](#)

### 1286.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[cry's solution](#)

### 1287.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[cry's solution](#)

### 1288.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[cry's solution](#)

### 1289.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[cry's solution](#)

### 1290.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[cry's solution](#)

### 1291.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[cry's solution](#)

**1292.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[cry's solution](#)

**1293.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cry's solution](#)

**1294.**

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[cry's solution](#)

**1295.**

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[cry's solution](#)

**1296.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[cry's solution](#)

**1297.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[cry's solution](#)

**1298.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[cry's solution](#)

**1299.**

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1600 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation

[cry's solution](#)

**1300.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[cry's solution](#)

**1301.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[cry's solution](#)

**1302.**

1203D1

[Remove the Substring \(easy version\) · Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[cry's solution](#)

**1303.**

1234D

[Distinct Characters Queries · Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[cry's solution](#)

**1304.**

1539D

[PriceFixed · Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers  
[cry's solution](#)

**1305.**

1327C

[Game with Chips · Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[cry's solution](#)

**1306.**

369C

[Valera and Elections · Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[cry's solution](#)

**1307.**

780C

[Andryusha and Colored Balloons · Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[cry's solution](#)

**1308.**

246D

[Colorful Graph · Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs  
[cry's solution](#)

**1309.**

510C

[Fox And Names · Tutorial](#)

Quality: 22,171 global accepts · Rating: 1600 · first AC: 2021-09-11 · last AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings  
[cry's solution](#)

**1310.**

763A

[Timofey and a tree · Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees  
[cry's solution](#)

**1311.**

500B

[New Year Permutation · Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings  
[cry's solution](#)

**1312.**

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[cry's solution](#)

**1313.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cry's solution](#)

**1314.**

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[cry's solution](#)

**1315.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[cry's solution](#)

**1316.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[cry's solution](#)

**1317.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[cry's solution](#)

**1318.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cry's solution](#)

**1319.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,516 global accepts · Rating: 1600 · first AC: 2021-08-11 · last AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[cry's solution](#)

**1320.**

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[cry's solution](#)

**1321.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[cry's solution](#)

**1322.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1600 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[cry's solution](#)

**1323.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[cry's solution](#)

**1324.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math

[cry's solution](#)

**1325.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[cry's solution](#)

**1326.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[cry's solution](#)

**1327.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[cry's solution](#)

**1328.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[cry's solution](#)

**1329.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[cry's solution](#)

**1330.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[cry's solution](#)

**1331.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[cry's solution](#)

**1332.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · Java 21 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[cry's solution](#)

**1333.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · last AC: 2024-06-23 · Java 21 (first AC) · Tags: greedy, math, number theory, sortings

[cry's solution](#)

**1334.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[cry's solution](#)

**1335.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[cry's solution](#)

**1336.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[cry's solution](#)

**1337.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[cry's solution](#)

**1338.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[cry's solution](#)

**1339.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[cry's solution](#)

**1340.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-22 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[cry's solution](#)

**1341.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · last AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy

[cry's solution](#)

**1342.**

1879D

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

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[cry's solution](#)

**1343.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[cry's solution](#)

**1344.**

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[cry's solution](#)

**1345.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[cry's solution](#)

**1346.**

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[cry's solution](#)

**1347.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[cry's solution](#)

**1348.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[cry's solution](#)

**1349.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cry's solution](#)

**1350.**

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-05-05 · last AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[cry's solution](#)

**1351.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[cry's solution](#)

**1352.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[cry's solution](#)

### 1353.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[cry's solution](#)

### 1354.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[cry's solution](#)

### 1355.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[cry's solution](#)

### 1356.

1783C

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

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

[cry's solution](#)

### 1357.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[cry's solution](#)

### 1358.

1000C

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

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[cry's solution](#)

### 1359.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings

[cry's solution](#)

### 1360.

1765D

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Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, two pointers

[cry's solution](#)

### 1361.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[cry's solution](#)

**1362.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[cry's solution](#)

**1363.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[cry's solution](#)

**1364.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cry's solution](#)

**1365.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cry's solution](#)

**1366.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[cry's solution](#)

**1367.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[cry's solution](#)

**1368.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[cry's solution](#)

**1369.**

1217C

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

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force

[cry's solution](#)

**1370.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[cry's solution](#)

**1371.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[cry's solution](#)

**1372.**

382C

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Quality: 8,733 global accepts · Rating: 1700 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[cry's solution](#)

**1373.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math  
[cry's solution](#)

**1374.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[cry's solution](#)

**1375.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math  
[cry's solution](#)

**1376.**

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, math, number theory  
[cry's solution](#)

**1377.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[cry's solution](#)

**1378.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs  
[cry's solution](#)

**1379.**

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[cry's solution](#)

**1380.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings  
[cry's solution](#)

**1381.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[cry's solution](#)

**1382.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy,

implementation, two pointers

[cry's solution](#)

**1383.**

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[cry's solution](#)

**1384.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: binary search, interactive, ternary search

[cry's solution](#)

**1385.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[cry's solution](#)

**1386.**

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[cry's solution](#)

**1387.**

339C

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

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[cry's solution](#)

**1388.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[cry's solution](#)

**1389.**

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[cry's solution](#)

**1390.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[cry's solution](#)

**1391.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[cry's solution](#)

**1392.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[cry's solution](#)

**1393.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[cry's solution](#)

**1394.**

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[cry's solution](#)

**1395.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[cry's solution](#)

**1396.**

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[cry's solution](#)

**1397.**

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cry's solution](#)

**1398.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, strings

[cry's solution](#)

**1399.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[cry's solution](#)

**1400.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[cry's solution](#)

**1401.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[cry's solution](#)

**1402.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[cry's solution](#)

**1403.**

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[cry's solution](#)

**1404.**

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[cry's solution](#)

**1405.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[cry's solution](#)

**1406.**

1015E1

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

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[cry's solution](#)

**1407.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[cry's solution](#)

**1408.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[cry's solution](#)

**1409.**

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[cry's solution](#)

**1410.**

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[cry's solution](#)

**1411.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,772 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[cry's solution](#)

**1412.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[cry's solution](#)

**1413.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[cry's solution](#)

**1414.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cry's solution](#)

**1415.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[cry's solution](#)

**1416.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[cry's solution](#)

**1417.**

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[cry's solution](#)

**1418.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[cry's solution](#)

**1419.**

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[cry's solution](#)

**1420.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[cry's solution](#)

**1421.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[cry's solution](#)

**1422.**

1066E

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

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[cry's solution](#)

**1423.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy  
[cry's solution](#)

**1424.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math  
[cry's solution](#)

**1425.**

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math  
[cry's solution](#)

**1426.**

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, ternary search, two pointers  
[cry's solution](#)

**1427.**

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers  
[cry's solution](#)

**1428.**

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, strings  
[cry's solution](#)

**1429.**

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs  
[cry's solution](#)

**1430.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[cry's solution](#)

**1431.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths  
[cry's solution](#)

**1432.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[cry's solution](#)

**1433.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2022-06-17 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, implementation  
[cry's solution](#)

**1434.**

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2022-06-17 · PyPy 3-64 (first AC) · Tags: data structures, trees  
[cry's solution](#)

**1435.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math  
[cry's solution](#)

**1436.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers  
[cry's solution](#)

**1437.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,663 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[cry's solution](#)

**1438.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[cry's solution](#)

**1439.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle  
[cry's solution](#)

**1440.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers  
[cry's solution](#)

**1441.**

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths  
[cry's solution](#)

**1442.**

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[cry's solution](#)

**1443.**

1324E

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

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[cry's solution](#)

**1444.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[cry's solution](#)

**1445.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[cry's solution](#)

**1446.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[cry's solution](#)

**1447.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings  
[cry's solution](#)

**1448.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[cry's solution](#)

**1449.**

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2022-01-23 · Java 11 (first AC) · Tags: dp  
[cry's solution](#)

**1450.**

1629D

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

Rating: 1700 · first AC: 2022-01-23 · Java 11 (first AC) · Tags: greedy, strings  
[cry's solution](#)

**1451.**

1625C

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

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[cry's solution](#)

**1452.**

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers  
[cry's solution](#)

**1453.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math  
[cry's solution](#)

**1454.**

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[cry's solution](#)

**1455.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math  
[cry's solution](#)

**1456.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy  
[cry's solution](#)

**1457.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers  
[cry's solution](#)

**1458.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[cry's solution](#)

**1459.**

1144F

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

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[cry's solution](#)

**1460.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[cry's solution](#)

**1461.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees  
[cry's solution](#)

**1462.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs  
[cry's solution](#)

**1463.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees  
[cry's solution](#)

**1464.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings  
[cry's solution](#)

**1465.**

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths  
[cry's solution](#)

**1466.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[cry's solution](#)

**1467.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[cry's solution](#)

**1468.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,822 global accepts · Rating: 1700 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths  
[cry's solution](#)

**1469.**

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings  
[cry's solution](#)

**1470.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers  
[cry's solution](#)

**1471.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers  
[cry's solution](#)

**1472.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[cry's solution](#)

**1473.**

2025D

[Attribute Checks](#) · [Tutorial](#)

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

**1474.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[cry's solution](#)

**1475.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[cry's solution](#)

**1476.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · Java 21 (first AC) · Tags: dp, games

[cry's solution](#)

**1477.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[cry's solution](#)

**1478.**

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cry's solution](#)

**1479.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[cry's solution](#)

**1480.**

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[cry's solution](#)

**1481.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[cry's solution](#)

**1482.**

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cry's solution](#)

**1483.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[cry's solution](#)

**1484.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2022-08-22 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cry's solution](#)

**1485.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[cry's solution](#)

**1486.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-04-21 · last AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[cry's solution](#)

**1487.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[cry's solution](#)

**1488.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[cry's solution](#)

**1489.**

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[cry's solution](#)

**1490.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[cry's solution](#)

**1491.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[cry's solution](#)

**1492.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[cry's solution](#)

**1493.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,047 global accepts · Rating: 1800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[cry's solution](#)

**1494.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[cry's solution](#)

**1495.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[cry's solution](#)

**1496.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[cry's solution](#)

**1497.**

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[cry's solution](#)

**1498.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[cry's solution](#)

**1499.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cry's solution](#)

**1500.**

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-12-14 · Java 11 (first AC) · Tags: dp, greedy, strings

[cry's solution](#)

**1501.**

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-12-13 · Java 17 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[cry's solution](#)

**1502.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-12-12 · Java 17 (first AC) · Tags: binary search, interactive

[cry's solution](#)

**1503.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[cry's solution](#)

**1504.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[cry's solution](#)

### 1505.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[cry's solution](#)

### 1506.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[cry's solution](#)

### 1507.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[cry's solution](#)

### 1508.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[cry's solution](#)

### 1509.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[cry's solution](#)

### 1510.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[cry's solution](#)

### 1511.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[cry's solution](#)

### 1512.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[cry's solution](#)

### 1513.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[cry's solution](#)

### 1514.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[cry's solution](#)

**1515.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[cry's solution](#)

**1516.**

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cry's solution](#)

**1517.**

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[cry's solution](#)

**1518.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2022-10-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[cry's solution](#)

**1519.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-10-06 · last AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[cry's solution](#)

**1520.**

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[cry's solution](#)

**1521.**

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[cry's solution](#)

**1522.**

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[cry's solution](#)

**1523.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[cry's solution](#)

**1524.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[cry's solution](#)

**1525.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2022-09-27 · last AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[cry's solution](#)

**1526.**

1426E

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

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[cry's solution](#)

**1527.**

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings, strings

[cry's solution](#)

**1528.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[cry's solution](#)

**1529.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[cry's solution](#)

**1530.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[cry's solution](#)

**1531.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[cry's solution](#)

**1532.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[cry's solution](#)

**1533.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[cry's solution](#)

**1534.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[cry's solution](#)

**1535.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, sortings

[cry's solution](#)

**1536.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2022-09-15 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[cry's solution](#)

**1537.**

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-14 · PyPy 3-64 (first AC) · Tags: interactive, probabilities

[cry's solution](#)

**1538.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[cry's solution](#)

**1539.**

1617D1

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

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

[cry's solution](#)

**1540.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, games, two pointers

[cry's solution](#)

**1541.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[cry's solution](#)

**1542.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[cry's solution](#)

**1543.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[cry's solution](#)

**1544.**

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[cry's solution](#)

**1545.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cry's solution](#)

**1546.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[cry's solution](#)

**1547.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[cry's solution](#)

**1548.**

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[cry's solution](#)

**1549.**

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[cry's solution](#)

**1550.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings, trees

[cry's solution](#)

**1551.**

706D

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

Quality: 12,594 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[cry's solution](#)

**1552.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[cry's solution](#)

**1553.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[cry's solution](#)

**1554.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[cry's solution](#)

**1555.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2022-05-02 · last AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[cry's solution](#)

**1556.**

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[cry's solution](#)

**1557.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[cry's solution](#)

**1558.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[cry's solution](#)

**1559.**

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[cry's solution](#)

**1560.**

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, strings

[cry's solution](#)

**1561.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cry's solution](#)

**1562.**

482B

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

Quality: 7,732 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, trees

[cry's solution](#)

**1563.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[cry's solution](#)

**1564.**

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[cry's solution](#)

**1565.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cry's solution](#)

**1566.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[cry's solution](#)

**1567.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, two pointers

[cry's solution](#)

**1568.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,190 global accepts · Rating: 1800 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[cry's solution](#)

**1569.**

133E

[Logo Turtle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[cry's solution](#)

**1570.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[cry's solution](#)

**1571.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[cry's solution](#)

**1572.**

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[cry's solution](#)

**1573.**

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[cry's solution](#)

**1574.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cry's solution](#)

**1575.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cry's solution](#)

**1576.**

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, two pointers

[cry's solution](#)

**1577.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[cry's solution](#)

**1578.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cry's solution](#)

**1579.**

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[cry's solution](#)

**1580.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[cry's solution](#)

**1581.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[cry's solution](#)

**1582.**

1509C

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

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[cry's solution](#)

**1583.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[cry's solution](#)

**1584.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[cry's solution](#)

**1585.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[cry's solution](#)

**1586.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation

[cry's solution](#)

**1587.**

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[cry's solution](#)

**1588.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,903 global accepts · Rating: 1900 · first AC: 2021-09-05 · last AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[cry's solution](#)

**1589.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cry's solution](#)

**1590.**

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[cry's solution](#)

**1591.**

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings, trees

[cry's solution](#)

**1592.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[cry's solution](#)

**1593.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[cry's solution](#)

**1594.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cry's solution](#)

**1595.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[cry's solution](#)

**1596.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[cry's solution](#)

**1597.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[cry's solution](#)

**1598.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[cry's solution](#)

**1599.**

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[cry's solution](#)

**1600.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[cry's solution](#)

**1601.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,689 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[cry's solution](#)

**1602.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[cry's solution](#)

**1603.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[cry's solution](#)

**1604.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[cry's solution](#)

**1605.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[cry's solution](#)

**1606.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[cry's solution](#)

**1607.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cry's solution](#)

**1608.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cry's solution](#)

**1609.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[cry's solution](#)

**1610.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cry's solution](#)

**1611.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[cry's solution](#)

**1612.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[cry's solution](#)

**1613.**

1921F

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

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[cry's solution](#)

**1614.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[cry's solution](#)

**1615.**

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[cry's solution](#)

**1616.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[cry's solution](#)

**1617.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[cry's solution](#)

**1618.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[cry's solution](#)

**1619.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[cry's solution](#)

**1620.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[cry's solution](#)

**1621.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[cry's solution](#)

**1622.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu

[cry's solution](#)

**1623.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2022-11-05 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures

[cry's solution](#)

**1624.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[cry's solution](#)

**1625.**

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[cry's solution](#)

**1626.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[cry's solution](#)

**1627.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[cry's solution](#)

**1628.**

1794D

[Counting Factorizations](#) · [Tutorial](#)

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[cry's solution](#)

**1629.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[cry's solution](#)

**1630.**

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[cry's solution](#)

**1631.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy

[cry's solution](#)

**1632.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[cry's solution](#)

**1633.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[cry's solution](#)

**1634.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[cry's solution](#)

**1635.**

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[cry's solution](#)

### 1636.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cry's solution](#)

### 1637.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[cry's solution](#)

### 1638.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[cry's solution](#)

### 1639.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, sortings

[cry's solution](#)

### 1640.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[cry's solution](#)

### 1641.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cry's solution](#)

### 1642.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, trees

[cry's solution](#)

### 1643.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · Java 11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[cry's solution](#)

### 1644.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[cry's solution](#)

### 1645.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[cry's solution](#)

**1646.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, math  
[cry's solution](#)

**1647.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory  
[cry's solution](#)

**1648.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees  
[cry's solution](#)

**1649.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs  
[cry's solution](#)

**1650.**

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings  
[cry's solution](#)

**1651.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures  
[cry's solution](#)

**1652.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[cry's solution](#)

**1653.**

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, number theory, two pointers  
[cry's solution](#)

**1654.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation  
[cry's solution](#)

**1655.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees  
[cry's solution](#)

**1656.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees  
[cry's solution](#)

**1657.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy  
[cry's solution](#)

**1658.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, sortings  
[cry's solution](#)

**1659.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[cry's solution](#)

**1660.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[cry's solution](#)

**1661.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math  
[cry's solution](#)

**1662.**

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, math  
[cry's solution](#)

**1663.**

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,157 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees  
[cry's solution](#)

**1664.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers  
[cry's solution](#)

**1665.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[cry's solution](#)

**1666.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[cry's solution](#)

**1667.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[cry's solution](#)

**1668.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[cry's solution](#)

**1669.**

1015E2

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

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[cry's solution](#)

**1670.**

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[cry's solution](#)

**1671.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[cry's solution](#)

**1672.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[cry's solution](#)

**1673.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[cry's solution](#)

**1674.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[cry's solution](#)

**1675.**

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[cry's solution](#)

**1676.**

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, meet-in-the-middle, sortings

[cry's solution](#)

**1677.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[cry's solution](#)

**1678.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[cry's solution](#)

**1679.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[cry's solution](#)

**1680.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[cry's solution](#)

**1681.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[cry's solution](#)

**1682.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[cry's solution](#)

**1683.**

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[cry's solution](#)

**1684.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[cry's solution](#)

**1685.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[cry's solution](#)

**1686.**

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[cry's solution](#)

**1687.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[cry's solution](#)

**1688.**

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[cry's solution](#)

**1689.**

25D

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

Quality: 15,584 global accepts · Rating: 1900 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

[cry's solution](#)

**1690.**

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cry's solution](#)

**1691.**

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[cry's solution](#)

**1692.**

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[cry's solution](#)

**1693.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cry's solution](#)

**1694.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[cry's solution](#)

**1695.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[cry's solution](#)

**1696.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[cry's solution](#)

**1697.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy  
[cry's solution](#)

**1698.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1699.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings  
[cry's solution](#)

**1700.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees  
[cry's solution](#)

**1701.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings  
[cry's solution](#)

**1702.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices  
[cry's solution](#)

**1703.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[cry's solution](#)

**1704.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities  
[cry's solution](#)

**1705.**

1988D

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

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[cry's solution](#)

**1706.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees  
[cry's solution](#)

**1707.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees  
[cry's solution](#)

**1708.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · Java 21 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[cry's solution](#)

**1709.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[cry's solution](#)

**1710.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees  
[cry's solution](#)

**1711.**

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[cry's solution](#)

**1712.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[cry's solution](#)

**1713.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2023-06-26 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy  
[cry's solution](#)

**1714.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings  
[cry's solution](#)

**1715.**

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math  
[cry's solution](#)

**1716.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[cry's solution](#)

**1717.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[cry's solution](#)

**1718.**

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy  
[cry's solution](#)

**1719.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[cry's solution](#)

**1720.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy  
[cry's solution](#)

**1721.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2023-08-05 · GNU C11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers  
[cry's solution](#)

**1722.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-08-05 · last AC: 2023-08-05 · GNU C11 (first AC) · Tags: brute force, constructive algorithms, greedy  
[cry's solution](#)

**1723.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees  
[cry's solution](#)

**1724.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math  
[cry's solution](#)

**1725.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings  
[cry's solution](#)

**1726.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp  
[cry's solution](#)

**1727.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp  
[cry's solution](#)

**1728.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths  
[cry's solution](#)

**1729.**

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive  
[cry's solution](#)

**1730.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers  
[cry's solution](#)

**1731.**

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: math  
[cry's solution](#)

**1732.**

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers  
[cry's solution](#)

**1733.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[cry's solution](#)

**1734.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search  
[cry's solution](#)

**1735.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2023-05-07 · PyPy 3-64 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers  
[cry's solution](#)

**1736.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings  
[cry's solution](#)

**1737.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[cry's solution](#)

**1738.**

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,763 global accepts · Rating: 2000 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[cry's solution](#)

**1739.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[cry's solution](#)

**1740.**

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, ternary search

[cry's solution](#)

**1741.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cry's solution](#)

**1742.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[cry's solution](#)

**1743.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[cry's solution](#)

**1744.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[cry's solution](#)

**1745.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[cry's solution](#)

**1746.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[cry's solution](#)

**1747.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[cry's solution](#)

**1748.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[cry's solution](#)

**1749.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cry's solution](#)

**1750.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cry's solution](#)

**1751.**

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[cry's solution](#)

**1752.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2022-12-15 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[cry's solution](#)

**1753.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-12-14 · Java 11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[cry's solution](#)

**1754.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[cry's solution](#)

**1755.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[cry's solution](#)

**1756.**

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[cry's solution](#)

**1757.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cry's solution](#)

**1758.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · PyPy 3-64 (first AC) · Tags: math, two pointers

[cry's solution](#)

**1759.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[cry's solution](#)

**1760.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[cry's solution](#)

**1761.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[cry's solution](#)

**1762.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[cry's solution](#)

**1763.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[cry's solution](#)

**1764.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[cry's solution](#)

**1765.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[cry's solution](#)

**1766.**

2B

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

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[cry's solution](#)

**1767.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy  
[cry's solution](#)

**1768.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp  
[cry's solution](#)

**1769.**

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[cry's solution](#)

**1770.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings  
[cry's solution](#)

**1771.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings  
[cry's solution](#)

**1772.**

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules  
[cry's solution](#)

**1773.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search  
[cry's solution](#)

**1774.**

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: games  
[cry's solution](#)

**1775.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[cry's solution](#)

**1776.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[cry's solution](#)

**1777.**

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings  
[cry's solution](#)

**1778.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers  
[cry's solution](#)

**1779.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, implementation, shortest paths  
[cry's solution](#)

**1780.**

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation  
[cry's solution](#)

**1781.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[cry's solution](#)

**1782.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[cry's solution](#)

**1783.**

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[cry's solution](#)

**1784.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings  
[cry's solution](#)

**1785.**

669E

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[cry's solution](#)

**1786.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp  
[cry's solution](#)

**1787.**

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[cry's solution](#)

**1788.**

656C

[Without Text](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2000 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[cry's solution](#)

**1789.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[cry's solution](#)

**1790.**

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[cry's solution](#)

**1791.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[cry's solution](#)

**1792.**

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry

[cry's solution](#)

**1793.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[cry's solution](#)

**1794.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[cry's solution](#)

**1795.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[cry's solution](#)

**1796.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2022-04-22 · last AC: 2025-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[cry's solution](#)

**1797.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs  
[cry's solution](#)

**1798.**

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[cry's solution](#)

**1799.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy  
[cry's solution](#)

**1800.**

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory  
[cry's solution](#)

**1801.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math  
[cry's solution](#)

**1802.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices  
[cry's solution](#)

**1803.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees  
[cry's solution](#)

**1804.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search  
[cry's solution](#)

**1805.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**1806.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[cry's solution](#)

**1807.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

[cry's solution](#)

**1808.**

1387B1

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

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp, greedy, trees

[cry's solution](#)

**1809.**

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[cry's solution](#)

**1810.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[cry's solution](#)

**1811.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[cry's solution](#)

**1812.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[cry's solution](#)

**1813.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[cry's solution](#)

**1814.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[cry's solution](#)

**1815.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[cry's solution](#)

**1816.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2023-06-27 · last AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[cry's solution](#)

**1817.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar,

graphs, shortest paths

[cry's solution](#)

**1818.**

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[cry's solution](#)

**1819.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[cry's solution](#)

**1820.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[cry's solution](#)

**1821.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[cry's solution](#)

**1822.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[cry's solution](#)

**1823.**

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[cry's solution](#)

**1824.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,199 global accepts · Rating: 2100 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[cry's solution](#)

**1825.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[cry's solution](#)

**1826.**

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees

[cry's solution](#)

**1827.**

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory  
[cry's solution](#)

**1828.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, greedy  
[cry's solution](#)

**1829.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers  
[cry's solution](#)

**1830.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[cry's solution](#)

**1831.**

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths  
[cry's solution](#)

**1832.**

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[cry's solution](#)

**1833.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[cry's solution](#)

**1834.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings  
[cry's solution](#)

**1835.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory  
[cry's solution](#)

**1836.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings  
[cry's solution](#)

**1837.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[cry's solution](#)

**1838.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[cry's solution](#)

**1839.**

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, strings

[cry's solution](#)

**1840.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[cry's solution](#)

**1841.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[cry's solution](#)

**1842.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[cry's solution](#)

**1843.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2100 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[cry's solution](#)

**1844.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[cry's solution](#)

**1845.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[cry's solution](#)

**1846.**

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[cry's solution](#)

**1847.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cry's solution](#)

**1848.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities  
[cry's solution](#)

**1849.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[cry's solution](#)

**1850.**

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees  
[cry's solution](#)

**1851.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees  
[cry's solution](#)

**1852.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory  
[cry's solution](#)

**1853.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[cry's solution](#)

**1854.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[cry's solution](#)

**1855.**

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[cry's solution](#)

**1856.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math  
[cry's solution](#)

**1857.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2022-01-27 · last AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees  
[cry's solution](#)

**1858.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[cry's solution](#)

**1859.**

1650G

[Counting Shortcuts](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[cry's solution](#)

**1860.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[cry's solution](#)

**1861.**

1626D

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

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[cry's solution](#)

**1862.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[cry's solution](#)

**1863.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cry's solution](#)

**1864.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[cry's solution](#)

**1865.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[cry's solution](#)

**1866.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[cry's solution](#)

**1867.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[cry's solution](#)

**1868.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[cry's solution](#)

**1869.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[cry's solution](#)

**1870.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[cry's solution](#)

**1871.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[cry's solution](#)

**1872.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[cry's solution](#)

**1873.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[cry's solution](#)

**1874.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[cry's solution](#)

**1875.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[cry's solution](#)

**1876.**

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, strings

[cry's solution](#)

**1877.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[cry's solution](#)

**1878.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs  
[cry's solution](#)

**1879.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp  
[cry's solution](#)

**1880.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2023-04-16 · last AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers  
[cry's solution](#)

**1881.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
[cry's solution](#)

**1882.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation  
[cry's solution](#)

**1883.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[cry's solution](#)

**1884.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs  
[cry's solution](#)

**1885.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs  
[cry's solution](#)

**1886.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy  
[cry's solution](#)

**1887.**

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs  
[cry's solution](#)

**1888.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[cry's solution](#)

**1889.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees  
[cry's solution](#)

**1890.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees  
[cry's solution](#)

**1891.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers  
[cry's solution](#)

**1892.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[cry's solution](#)

**1893.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[cry's solution](#)

**1894.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry  
[cry's solution](#)

**1895.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees  
[cry's solution](#)

**1896.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees  
[cry's solution](#)

**1897.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[cry's solution](#)

**1898.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[cry's solution](#)

**1899.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[cry's solution](#)

**1900.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cry's solution](#)

**1901.**

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[cry's solution](#)

**1902.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[cry's solution](#)

**1903.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[cry's solution](#)

**1904.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[cry's solution](#)

**1905.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[cry's solution](#)

**1906.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-19 · last AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[cry's solution](#)

**1907.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cry's solution](#)

**1908.**

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-28 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[cry's solution](#)

**1909.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[cry's solution](#)

**1910.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[cry's solution](#)

**1911.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[cry's solution](#)

**1912.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cry's solution](#)

**1913.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[cry's solution](#)

**1914.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[cry's solution](#)

**1915.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-18 · last AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[cry's solution](#)

**1916.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[cry's solution](#)

**1917.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[cry's solution](#)

## 1918.

1980G

### [Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[cry's solution](#)

## 1919.

1949G

### [Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[cry's solution](#)

## 1920.

543D

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

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[cry's solution](#)

## 1921.

1783E

### [Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[cry's solution](#)

## 1922.

1834E

### [MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[cry's solution](#)

## 1923.

1380E

### [Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, trees

[cry's solution](#)

## 1924.

713C

### [Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[cry's solution](#)

## 1925.

600E

### [Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-11-24 · last AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[cry's solution](#)

## 1926.

438D

### [The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[cry's solution](#)

## 1927.

1476E

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

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[cry's solution](#)

**1928.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2022-06-25 · last AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[cry's solution](#)

**1929.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[cry's solution](#)

**1930.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[cry's solution](#)

**1931.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings

[cry's solution](#)

**1932.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[cry's solution](#)

**1933.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[cry's solution](#)

**1934.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[cry's solution](#)

**1935.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[cry's solution](#)

**1936.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[cry's solution](#)

**1937.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[cry's solution](#)

**1938.**

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[cry's solution](#)

**1939.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[cry's solution](#)

**1940.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[cry's solution](#)

**1941.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[cry's solution](#)

**1942.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[cry's solution](#)

**1943.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[cry's solution](#)

**1944.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[cry's solution](#)

**1945.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[cry's solution](#)

**1946.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[cry's solution](#)

**1947.**

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[cry's solution](#)

**1948.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[cry's solution](#)

**1949.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[cry's solution](#)

**1950.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[cry's solution](#)

**1951.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[cry's solution](#)

**1952.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[cry's solution](#)

**1953.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[cry's solution](#)

**1954.**

1387B2

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

Quality: 1,278 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dfs and similar, trees

[cry's solution](#)

**1955.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[cry's solution](#)

**1956.**

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[cry's solution](#)

**1957.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[cry's solution](#)

**1958.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[cry's solution](#)

**1959.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[cry's solution](#)

**1960.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[cry's solution](#)

**1961.**

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[cry's solution](#)

**1962.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[cry's solution](#)

**1963.**

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · Java 21 (first AC) · Tags: binary search, data structures, sortings

[cry's solution](#)

**1964.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[cry's solution](#)

**1965.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[cry's solution](#)

**1966.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[cry's solution](#)

**1967.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[cry's solution](#)

**1968.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2022-06-16 · PyPy 3-64 (first AC) · Tags: greedy

[cry's solution](#)

**1969.**

106414M

[XORzocity](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1970.**

106414I

[Ultimate Nim](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1971.**

106414J

[Superset Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1972.**

106414K

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1973.**

106414F

[Approximate Three Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1974.**

106414B

[The String Only Contains a, b, and c](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1975.**

106414G

[Longest Step-function Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1976.**

106414D

[Doubting Thomas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1977.**

106414E

[BABA IS LOCKED](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1978.**

106414L

[MEXpected Value](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1979.**

106414A

[Fold Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1980.**

106414N

[Primemas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1981.**

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · last AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**1982.**

106197H

[World Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**1983.**

106197F

[XOR Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1984.**

106197C

[Divisor Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1985.**

106197G

[Subsequence MEX II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**1986.**

106197K

[Chain of Suspicion](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**1987.**

106197L

[Not a Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1988.**

106197I

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1989.**

106197N

[Solvable Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**1990.**

106197A

[Hinge Arch](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**1991.**

106197D

[Thomas Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1992.**

1061970

[Stringmas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**1993.**

106197B

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

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**1994.**

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**1995.**

105928F

[Where the West Wind Ends](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1996.**

105928L

[AL-1S](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1997.**

105928A

[Balanced Eating](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1998.**

105805A

[Submission is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**1999.**

105791I

[Intense Duel](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**2000.**

105782G

[Paper Bouquet](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · PyPy 3-64 (first AC) · Tags: —  
[cry's solution](#)

**2001.**

105782I

[Pikmin Bloom](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

## 2002.

105782F

[X Marks the Pot](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

## 2003.

105712K

[Tree With One Edge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

## 2004.

105712J

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

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

## 2005.

105712F

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

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2006.

105712G

[Knight Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

## 2007.

105712E

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

## 2008.

105712B

[Card Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2009.

105712H

[Illuminated Lights II](#) · [Tutorial](#)

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[cry's solution](#)

## 2010.

105712L

[Two Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

## 2011.

105712N

[String Split](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2012.

105712C

[End-Balanced Subarrays](#) · [Tutorial](#)

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[cry's solution](#)

**2013.**

105712A

[Anti-Closed Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**2014.**

105706A

[Neq Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**2015.**

105705B

[Segment Trees ?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**2016.**

105705D

[Simple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[cry's solution](#)

**2017.**

105692H

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

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2018.**

105692L

[ChaseDreamer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2019.**

105692G

[Find the Second Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2020.**

105692K

[The Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2021.**

105692D

[Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2022.**

105672B

[Dumb OwlBear](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2023.**

105672A

[Minecraft Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2024.**

105672D1

[Minimum with Left Shift \(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2025.**

105672E

[Classical Interactive Training · Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2026.**

105672D2

[Minimum with Left Shift \(Hard Version\) · Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2027.**

105666B

[Monster Fighting · Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2028.**

104936C

[Delete One Digit · Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2029.**

105532I

[Secret Meeting Across the Stars · Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2030.**

105532K

[The New Imperial Workout Plan · Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2031.**

105532H

[Fours Redux · Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2032.**

105532J

[Power-up Maze · Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2033.**

105532G

[The Picky Ewok · Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2034.**

105532F

[Droid Foundry B \(Hard Version\) · Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2035.**

105532E

[Droid Foundry A \(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2036.**

105532D

[Jar Jar Thinks · Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2037.**

105532C

[Who Shot First? · Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2038.**

105532B

[VADA X · Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2039.**

105532A

[Force Jumping · Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2040.**

105417G

[The Chicken and the Egg · Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2041.**

105417F

[Incubation Line · Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2042.**

105417D

[Scrambled! · Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2043.**

105417C

[Egg Order · Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2044.**

105400H

[Pirate's Booty · Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2045.**

105400E

[Is this Segment Tree Beats? · Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2046.**

105400D

[Cool Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2047.**

105400C

[Mex Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2048.**

105400B

[Spilled Milk II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2049.**

105400A

[Spilled Milk I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2050.**

104560C

[Pretty Good Proportion](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2051.**

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2052.**

104671C

[Destroy Columbia](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2053.**

105284B

[Monkey Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2054.**

105284C

[Monkey Math Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2055.**

105270C

[Range Contradiction](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2056.**

105262K

[The Red Tomato](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2057.**

105262I

[The Vampire Partner](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2058.**

105262B

[Re-Indexing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2059.**

105262M

[Maximum Subarray Alternating Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2060.**

105262J

[Just One More Bro, I Swear](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2061.**

105239I

[Path And k Vertices](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2062.**

105239B

[Let Us Assemble a Portfolio Together](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2063.**

105239E

[Rain](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2064.**

105242F

[Queries on Distincts](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2065.**

105242G

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

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2066.**

105245C

[Super Pair](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2067.**

105245B

[Circular Cone](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2068.**

105245A

[King Supremacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2069.**

105242A

[Prefix GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2070.**

105242C

[Powerful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2071.**

105242L

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

Rating: — · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cry's solution](#)

**2072.**

105242M

[Taim and Zingers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · Java 21 (first AC) · Tags: —  
[cry's solution](#)

**2073.**

105242J

[The Square Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-01 · Java 21 (first AC) · Tags: —  
[cry's solution](#)

**2074.**

105164J

[Journey To Stringland](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2075.**

105164G

[Granitus Stone Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2076.**

105164A

[Arrayland's Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2077.**

105164C

[Chocolate Packing](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2078.**

105164E

[Evaluating Linear Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2079.**

105192E

[Avoiding TLE!](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2080.**

105192F

[lura's Valentine](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2081.**

105192D

[Walking the Dog](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2082.**

105192C

[XOR Boss Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2083.**

105192B

[Is this FFT?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2084.**

105192A

[Jellyfish Can't Swim in the Night](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2085.**

102859L

[Gemstones](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2086.**

102859J

[Calendars](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2087.**

102859G

[Stone Piles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2088.**

102859K

[Cathedral](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2089.**

102859I

[Heating Rocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2090.**

102859F

[Weights](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2091.**

102859H

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2092.**

102859D

[Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2093.**

102859E

[Climbing Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2094.**

102859C

[Explorers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2095.**

102859B

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2096.**

102859A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2097.**

105137E

[Good Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2098.**

105109B

[6th heaven](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2099.**

105123G

[Cut and Splice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2100.**

105123H

[Bacteria Colony](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2101.

105123F

[Wildfires](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2102.

105123E

[Powerhouse of the Cell?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2103.

105123D1

[Predator or Prey \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2104.

105123D2

[Predator or Prey \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2105.

105123C

[Flipped DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2106.

105123B

[Neural Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2107.

105123A

[Mitosis](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2108.

104671F

[Subset AND](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2109.

104671E

[Cards in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2110.

104671H

[Cyclically Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

## 2111.

104671A

[Maximize Meal Quality](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2112.**

105079I

[Cupcake Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2113.**

105079F

[Cupcake Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2114.**

105079C

[Frosting Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2115.**

105079E

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

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2116.**

105079D

[Spicy Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2117.**

105079B

[Polkadots](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2118.**

105079A

[Ordering Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cry's solution](#)

**2119.**

105071C

[Passcode](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · PHP (first AC) · Tags: —  
[cry's solution](#)

**2120.**

105071K

[Vote Here!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · PHP (first AC) · Tags: —  
[cry's solution](#)

**2121.**

105071J

[Gacha Rolling](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · PHP (first AC) · Tags: —  
[cry's solution](#)

**2122.**

105071G

[:wink:](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cry's solution](#)

**2123.**

105071E

[Something's Fishy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: —

[cry's solution](#)

**2124.**

105071D

[Prestige Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cry's solution](#)

**2125.**

105071H

[Find the Bug Week 15](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cry's solution](#)

**2126.**

105071I

[Oh It's XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cry's solution](#)

**2127.**

105071F

[Those Who Know](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: —

[cry's solution](#)

**2128.**

105071A

[Are you a Robot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: —

[cry's solution](#)

**2129.**

105071B

[Working Out](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: —

[cry's solution](#)

**2130.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-01 · PHP (first AC) · Tags: \*special, implementation

[cry's solution](#)

**2131.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, dfs and similar, math

[cry's solution](#)

**2132.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force

[cry's solution](#)

**2133.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, schedules

[cry's solution](#)

**2134.**

1952A

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

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

**2135.**

1952B

[Is it stated?](#) · [Tutorial](#)

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

**2136.**

1050690

[UNSA%vø{](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2137.**

105062F

[Apple](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2138.**

105062B

[TheForces ORZ](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2139.**

105062E

[Fixing Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2140.**

105062A

[Is It Rated??](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[cry's solution](#)

**2141.**

104182C

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

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2142.**

104922G

[Space accident](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2143.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2144.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2145.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2146.**

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2147.**

104396K

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

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2148.**

1911H

[Two Merged Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · Kotlin 1.7 (first AC) · Tags: \*special, dp  
[cry's solution](#)

**2149.**

1911G

[Median String](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · Kotlin 1.7 (first AC) · Tags: \*special, strings  
[cry's solution](#)

**2150.**

1911F

[Boxers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · Kotlin 1.7 (first AC) · Tags: \*special, greedy  
[cry's solution](#)

**2151.**

1911E

[Powers Of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · Kotlin 1.7 (first AC) · Tags: \*special, bitmasks, greedy  
[cry's solution](#)

**2152.**

1911D

[Two Shuffled Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · Kotlin 1.7 (first AC) · Tags: \*special  
[cry's solution](#)

**2153.**

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · Kotlin 1.7 (first AC) · Tags: \*special, sortings  
[cry's solution](#)

**2154.**

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · Kotlin 1.7 (first AC) · Tags: \*special, implementation  
[cry's solution](#)

**2155.**

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · Kotlin 1.7 (first AC) · Tags: \*special, implementation  
[cry's solution](#)

**2156.**

104598E

[AI Duck](#) · [Tutorial](#)

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

**2157.**

104598F

[Silly Nilly's Stuffies](#) · [Tutorial](#)

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

**2158.**

104536H

[Sort Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2159.**

104536F

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

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2160.**

104479G

[Guessing by Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · GNU C11 (first AC) · Tags: —  
[cry's solution](#)

**2161.**

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2162.**

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2163.**

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2164.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2165.**

104468L

[Khaled-utiful Vertices](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2166.**

104468E

[Tareq-utiful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2167.**

104468H

[Ammar-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2168.**

104468D

[DBSucks-ugly Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2169.**

104468J

[Elias-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2170.**

104468F

[Resli-utiful Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2171.**

104468C

[Ammar-utiful Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2172.**

104380L

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2173.**

104287L

[Stuck on Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2174.**

104395D

[Reds and Blues](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2175.**

104380H

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

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2176.**

104349D

[Yet another permutation problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2177.**

104349B

[Least SigDig](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2178.**

104349E

[Shift in TheForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2179.**

104349C

[Super Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2180.**

104349A

[Human Readable](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2181.**

104312A

[Dojo Duel](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2182.**

104311A

[Maximum of n Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2183.**

104289E

[Non-decreasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2184.**

104289D

[GCD in Median Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2185.**

104289C

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2186.**

104289B

[OR-bitax](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2187.**

104289A

[String Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2188.**

104283H

[Sequential Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2189.**

104283F

[Find GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2190.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-05 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings  
[cry's solution](#)

**2191.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: \*special, expression parsing, strings  
[cry's solution](#)

**2192.**

104262G

[Path to Pluto](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2193.**

104262F

[Plutonian Hot Dog Stand](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2194.**

104262D

[Celestial Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2195.**

104262C

[Calibration Complications](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2196.**

104218E

[Snowy Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2197.**

104218D

[Outfit Ordeal](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2198.**

104146G

[Good as Gold](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2199.**

104146H

[Harvest Moon Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2200.**

104146D

[Digital Style!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2201.**

104146A

[ABCs of Men and Women](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2202.**

104146K

[Kyu Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2203.**

103091G

[Digging for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2204.**

103091E

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

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2205.**

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2206.**

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cry's solution](#)

**2207.**

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2208.**

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cry's solution](#)

**2209.**

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cry's solution](#)

**2210.**

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2211.**

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2212.**

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2213.**

103968B

[Sour Skittles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2214.**

103968G

[Gingerbread House Decorations](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2215.**

103968F

[Seeking Starburst](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2216.**

103968E

[Brownie Brawl](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2217.**

103968D

[Splitting Jellybeans](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2218.**

103968C

[Wedding Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2219.**

103968A

[Counting Celebratory Candles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2220.**

104069B

[Best University ID](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2221.**

104002F

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

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2222.**

104002D

[William and Cornmeal](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2223.**

104002C

[William and Middle Management](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2224.**

104002B

[William and Kitty Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2225.**

104002A

[William and Mary](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2226.**

104048H

[Alluring Alloy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2227.**

104048E

[Steel Customs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2228.**

104048D

[Fullmetal Alchemist I](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2229.**

104048C

[Capturing Bronze](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2230.**

104048B

[Foo Bar](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2231.**

104048A

[Copper Corners](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[cry's solution](#)

**2232.**

103999G

[Battle of Scundu](#) · [Tutorial](#)

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**2239.**

103937A

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**2241.**

103934F

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**2242.**

103934I

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**2243.**

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**2244.**

103624C

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**2245.**

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**2246.**

undefined403

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Rating: — · first AC: 2022-06-20 · PyPy 3-64 (first AC) · Tags: \*special  
[cry's solution](#)

**2247.**

undefined112

[a<sup>b</sup> - b<sup>a</sup>](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-20 · PyPy 3-64 (first AC) · Tags: \*special  
[cry's solution](#)

**2248.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · last AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, trees  
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**2249.**

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[cry's solution](#)

**2250.**

1663D

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Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, combinatorics, dp, math  
[cry's solution](#)

**2251.**

1663C

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Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, math  
[cry's solution](#)

**2252.**

1570A

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

Rating: — · first AC: 2021-12-09 · Kotlin 1.5 (first AC) · Tags: \*special  
[cry's solution](#)

**2253.**

102942B

[Make All Odd](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2254.**

102942A

[Directional Move](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2255.**

103269E

[Pet Pens \(I\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2256.**

103269D

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Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cry's solution](#)

**2257.**

103269C

[Abhilash's Dog](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cry's solution](#)

**2258.**

103269B

[Abhilash's Cat](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[cry's solution](#)

**2259.**

103269A

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · Python 3 (first AC) · Tags: —  
[cry's solution](#)

**2260.**

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[cry's solution](#)

**2261.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math, number theory  
[cry's solution](#)

**2262.**

1331A

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Quality: 17,508 global accepts · Rating: — · first AC: 2021-08-09 · PyPy 3 (first AC) · Tags: \*special  
[cry's solution](#)

**2263.**

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2021-08-09 · UnknownX (first AC) · Tags: \*special  
[cry's solution](#)

**2264.**

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[cry's solution](#)

**2265.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[cry's solution](#)

**2266.**

103134J

[Raphael singer](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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