

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

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# Unique solved — cs71107

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

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

Filters: none

Count: 952

**1.**

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#)  
[cs71107's solution](#)

**2.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [sortings](#), [two pointers](#)  
[cs71107's solution](#)

**3.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: [math](#)  
[cs71107's solution](#)

**4.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#)  
[cs71107's solution](#)

**5.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#)  
[cs71107's solution](#)

**6.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [math](#)  
[cs71107's solution](#)

**7.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: [math](#)  
[cs71107's solution](#)

**8.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: [combinatorics](#), [constructive algorithms](#), [math](#)  
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**9.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [data structures](#), [greedy](#), [sortings](#)  
[cs71107's solution](#)

**10.**

1462B

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

Quality: 29,175 global accepts · Rating: 800 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings  
[cs71107's solution](#)

**11.**

1462A

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

Quality: 48,960 global accepts · Rating: 800 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers  
[cs71107's solution](#)

**12.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[cs71107's solution](#)

**13.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[cs71107's solution](#)

**14.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
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**15.**

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**16.**

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, probabilities  
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**17.**

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[cs71107's solution](#)

**18.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[cs71107's solution](#)

**19.**

1433A

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

Quality: 62,639 global accepts · Rating: 800 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**20.**

1405A

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

Quality: 21,906 global accepts · Rating: 800 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[cs71107's solution](#)

**21.**

1409A

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

Quality: 80,416 global accepts · Rating: 800 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
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**22.**

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[cs71107's solution](#)

**23.**

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**24.**

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[cs71107's solution](#)

**25.**

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings  
[cs71107's solution](#)

**26.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[cs71107's solution](#)

**27.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[cs71107's solution](#)

**28.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[cs71107's solution](#)

**29.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,808 global accepts · Rating: 800 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[cs71107's solution](#)

**30.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,583 global accepts · Rating: 800 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
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**31.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
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**32.**

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[cs71107's solution](#)

**33.**

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,335 global accepts · Rating: 800 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**34.**

1374A

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

Quality: 64,176 global accepts · Rating: 800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**35.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,124 global accepts · Rating: 800 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[cs71107's solution](#)

**36.**

1353B

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

Quality: 58,120 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[cs71107's solution](#)

**37.**

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,585 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[cs71107's solution](#)

**38.**

1352A

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

Quality: 104,094 global accepts · Rating: 800 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**39.**

1351A

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

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**40.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,128 global accepts · Rating: 800 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**41.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,781 global accepts · Rating: 800 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**42.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
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**43.**

1328A

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

Quality: 131,893 global accepts · Rating: 800 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[cs71107's solution](#)

**44.**

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**45.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[cs71107's solution](#)

**46.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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**47.**

1311A

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

Quality: 46,269 global accepts · Rating: 800 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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**48.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**49.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cs71107's solution](#)

**50.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cs71107's solution](#)

**51.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**52.**

1296A

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

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[cs71107's solution](#)

**53.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,429 global accepts · Rating: 800 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[cs71107's solution](#)

**54.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[cs71107's solution](#)

**55.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math  
[cs71107's solution](#)

**56.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[cs71107's solution](#)

**57.**

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**58.**

1234A

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

Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**59.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**60.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[cs71107's solution](#)

**61.**

1220A

[Cards](#) · [Tutorial](#)

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[cs71107's solution](#)

**62.**

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[cs71107's solution](#)

**63.**

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings  
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**64.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cs71107's solution](#)

**65.**

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[cs71107's solution](#)

**66.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

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**67.**

1196A

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

Quality: 29,126 global accepts · Rating: 800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

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**68.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**69.**

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[cs71107's solution](#)

**70.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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**71.**

1186A

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

Quality: 42,454 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**72.**

831B

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Quality: 15,647 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**73.**

822A

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

Quality: 36,805 global accepts · Rating: 800 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

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**74.**

1180A

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

Quality: 27,425 global accepts · Rating: 800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

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**75.**

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**76.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**77.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**78.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
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**79.**

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
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**80.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,488 global accepts · Rating: 800 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**81.**

950A

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

Quality: 16,375 global accepts · Rating: 800 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**82.**

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**83.**

1162A

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

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**84.**

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**85.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings  
[cs71107's solution](#)

**86.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[cs71107's solution](#)

**87.**

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**88.**

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**89.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
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**90.**

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[cs71107's solution](#)

**91.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
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**92.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,577 global accepts · Rating: 800 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**93.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**94.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,239 global accepts · Rating: 800 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[cs71107's solution](#)

**95.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**96.**

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[cs71107's solution](#)

**97.**

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,040 global accepts · Rating: 800 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**98.**

1136A

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

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**99.**

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**100.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
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**101.**

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
[cs71107's solution](#)

**102.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**103.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[cs71107's solution](#)

**104.**

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**105.**

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**106.**

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[cs71107's solution](#)

**107.**

1108A

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

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**108.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,447 global accepts · Rating: 900 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[cs71107's solution](#)

**109.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation  
[cs71107's solution](#)

**110.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[cs71107's solution](#)

**111.**

1475B

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

Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math  
[cs71107's solution](#)

**112.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[cs71107's solution](#)

**113.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[cs71107's solution](#)

**114.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings  
[cs71107's solution](#)

**115.**

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[cs71107's solution](#)

**116.**

1374B

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

Quality: 71,577 global accepts · Rating: 900 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**117.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[cs71107's solution](#)

**118.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,385 global accepts · Rating: 900 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[cs71107's solution](#)

**119.**

1335B

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

Quality: 42,595 global accepts · Rating: 900 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[cs71107's solution](#)

**120.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**121.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory  
[cs71107's solution](#)

**122.**

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[cs71107's solution](#)

**123.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,695 global accepts · Rating: 900 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**124.**

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**125.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[cs71107's solution](#)

**126.**

1206B

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

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[cs71107's solution](#)

**127.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**128.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**129.**

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[cs71107's solution](#)

**130.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[cs71107's solution](#)

**131.**

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[cs71107's solution](#)

**132.**

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[cs71107's solution](#)

**133.**

1187A

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

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[cs71107's solution](#)

**134.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**135.**

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**136.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[cs71107's solution](#)

**137.**

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**138.**

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**139.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**140.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy  
[cs71107's solution](#)

**141.**

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**142.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,860 global accepts · Rating: 900 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[cs71107's solution](#)

**143.**

1080B

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

Quality: 12,640 global accepts · Rating: 900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**144.**

1144B

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

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[cs71107's solution](#)

**145.**

1093B

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

Quality: 17,703 global accepts · Rating: 900 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[cs71107's solution](#)

**146.**

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,878 global accepts · Rating: 900 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[cs71107's solution](#)

**147.**

916A

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

Quality: 9,556 global accepts · Rating: 900 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[cs71107's solution](#)

**148.**

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[cs71107's solution](#)

**149.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,950 global accepts · Rating: 900 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**150.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation  
[cs71107's solution](#)

**151.**

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[cs71107's solution](#)

**152.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[cs71107's solution](#)

**153.**

1107A

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

Quality: 12,772 global accepts · Rating: 900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[cs71107's solution](#)

**154.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[cs71107's solution](#)

**155.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**156.**

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation  
[cs71107's solution](#)

**157.**

1106C

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

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings  
[cs71107's solution](#)

**158.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[cs71107's solution](#)

**159.**

1506C

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

Quality: 35,620 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[cs71107's solution](#)

**160.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[cs71107's solution](#)

**161.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[cs71107's solution](#)

**162.**

1438B

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

Quality: 29,062 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, sortings

[cs71107's solution](#)

**163.**

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cs71107's solution](#)

**164.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cs71107's solution](#)

**165.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[cs71107's solution](#)

**166.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cs71107's solution](#)

**167.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[cs71107's solution](#)

**168.**

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cs71107's solution](#)

**169.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cs71107's solution](#)

**170.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cs71107's solution](#)

**171.**

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[cs71107's solution](#)

**172.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[cs71107's solution](#)

**173.**

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**174.**

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**175.**

1241B

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

Rating: 1000 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings  
[cs71107's solution](#)

**176.**

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**177.**

1244B

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

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[cs71107's solution](#)

**178.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[cs71107's solution](#)

**179.**

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**180.**

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**181.**

979A

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

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
[cs71107's solution](#)

**182.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[cs71107's solution](#)

**183.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[cs71107's solution](#)

**184.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[cs71107's solution](#)

**185.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,026 global accepts · Rating: 1000 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**186.**

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[cs71107's solution](#)

**187.**

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**188.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[cs71107's solution](#)

**189.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math  
[cs71107's solution](#)

**190.**

1174A

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

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[cs71107's solution](#)

**191.**

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**192.**

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,698 global accepts · Rating: 1000 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**193.**

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[cs71107's solution](#)

**194.**

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1000 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cs71107's solution](#)

**195.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**196.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**197.**

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[cs71107's solution](#)

**198.**

1155A

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

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings  
[cs71107's solution](#)

**199.**

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings  
[cs71107's solution](#)

**200.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,105 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[cs71107's solution](#)

**201.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[cs71107's solution](#)

**202.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**203.**

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[cs71107's solution](#)

**204.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs  
[cs71107's solution](#)

**205.**

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[cs71107's solution](#)

**206.**

1008B

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

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cs71107's solution](#)

**207.**

1088B

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

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cs71107's solution](#)

**208.**

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cs71107's solution](#)

**209.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cs71107's solution](#)

**210.**

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[cs71107's solution](#)

**211.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[cs71107's solution](#)

**212.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cs71107's solution](#)

**213.**

1073A

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

Quality: 17,053 global accepts · Rating: 1000 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cs71107's solution](#)

**214.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[cs71107's solution](#)

**215.**

798A

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

Quality: 23,850 global accepts · Rating: 1000 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[cs71107's solution](#)

**216.**

1111A

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

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cs71107's solution](#)

**217.**

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,229 global accepts · Rating: 1000 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cs71107's solution](#)

**218.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: math

[cs71107's solution](#)

**219.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[cs71107's solution](#)

**220.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cs71107's solution](#)

**221.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[cs71107's solution](#)

**222.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cs71107's solution](#)

**223.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cs71107's solution](#)

**224.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[cs71107's solution](#)

**225.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cs71107's solution](#)

**226.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**227.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs

and similar, greedy, implementation

[cs71107's solution](#)

**228.**

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[cs71107's solution](#)

**229.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: math

[cs71107's solution](#)

**230.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cs71107's solution](#)

**231.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cs71107's solution](#)

**232.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cs71107's solution](#)

**233.**

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[cs71107's solution](#)

**234.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[cs71107's solution](#)

**235.**

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**236.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**237.**

950B

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

Quality: 7,999 global accepts · Rating: 1100 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**238.**

1166B

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

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

number theory

[cs71107's solution](#)

**239.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cs71107's solution](#)

**240.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cs71107's solution](#)

**241.**

1038B

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

Quality: 14,717 global accepts · Rating: 1100 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cs71107's solution](#)

**242.**

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[cs71107's solution](#)

**243.**

1121A

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

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cs71107's solution](#)

**244.**

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,869 global accepts · Rating: 1100 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cs71107's solution](#)

**245.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cs71107's solution](#)

**246.**

706B

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

Quality: 84,425 global accepts · Rating: 1100 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[cs71107's solution](#)

**247.**

1108B

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

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[cs71107's solution](#)

**248.**

1536B

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

Quality: 25,025 global accepts · Rating: 1200 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[cs71107's solution](#)

**249.**

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[cs71107's solution](#)

**250.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[cs71107's solution](#)

**251.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[cs71107's solution](#)

**252.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[cs71107's solution](#)

**253.**

1433D

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

Quality: 30,574 global accepts · Rating: 1200 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar  
[cs71107's solution](#)

**254.**

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[cs71107's solution](#)

**255.**

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[cs71107's solution](#)

**256.**

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers  
[cs71107's solution](#)

**257.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[cs71107's solution](#)

**258.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[cs71107's solution](#)

**259.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[cs71107's solution](#)

**260.**

1352B

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

Quality: 44,817 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[cs71107's solution](#)

**261.**

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[cs71107's solution](#)

**262.**

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers  
[cs71107's solution](#)

**263.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**264.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[cs71107's solution](#)

**265.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[cs71107's solution](#)

**266.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings  
[cs71107's solution](#)

**267.**

1294B

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

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[cs71107's solution](#)

**268.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[cs71107's solution](#)

**269.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[cs71107's solution](#)

**270.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[cs71107's solution](#)

**271.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[cs71107's solution](#)

**272.**

1207B

[Square Filling](#) · [Tutorial](#)

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

[cs71107's solution](#)

**273.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cs71107's solution](#)

**274.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cs71107's solution](#)

**275.**

1200B

[Block Adventure](#) · [Tutorial](#)

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

[cs71107's solution](#)

**276.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cs71107's solution](#)

**277.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**278.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,633 global accepts · Rating: 1200 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**279.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,343 global accepts · Rating: 1200 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[cs71107's solution](#)

**280.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cs71107's solution](#)

**281.**

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cs71107's solution](#)

**282.**

1185B

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

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[cs71107's solution](#)

**283.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation  
[cs71107's solution](#)

**284.**

1174B

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

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[cs71107's solution](#)

**285.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[cs71107's solution](#)

**286.**

1150C

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

Rating: 1200 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[cs71107's solution](#)

**287.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,105 global accepts · Rating: 1200 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers  
[cs71107's solution](#)

**288.**

1133B

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

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[cs71107's solution](#)

**289.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**290.**

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
[cs71107's solution](#)

**291.**

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**292.**

1155B

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

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

[cs71107's solution](#)

**293.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[cs71107's solution](#)

**294.**

1153B

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

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[cs71107's solution](#)

**295.**

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[cs71107's solution](#)

**296.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[cs71107's solution](#)

**297.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[cs71107's solution](#)

**298.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[cs71107's solution](#)

**299.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,423 global accepts · Rating: 1200 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[cs71107's solution](#)

**300.**

1100C

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

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math  
[cs71107's solution](#)

**301.**

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[cs71107's solution](#)

**302.**

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[cs71107's solution](#)

**303.**

1121B

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

Quality: 10,026 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cs71107's solution](#)

**304.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[cs71107's solution](#)

**305.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,844 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[cs71107's solution](#)

**306.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[cs71107's solution](#)

**307.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy

[cs71107's solution](#)

**308.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[cs71107's solution](#)

**309.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[cs71107's solution](#)

**310.**

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cs71107's solution](#)

**311.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[cs71107's solution](#)

**312.**

1454D

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

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[cs71107's solution](#)

**313.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cs71107's solution](#)

**314.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[cs71107's solution](#)

**315.**

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[cs71107's solution](#)

**316.**

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cs71107's solution](#)

**317.**

1328B

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

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[cs71107's solution](#)

**318.**

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[cs71107's solution](#)

**319.**

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**320.**

1311C

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

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

[cs71107's solution](#)

**321.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[cs71107's solution](#)

**322.**

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[cs71107's solution](#)

**323.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

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

[cs71107's solution](#)

**324.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[cs71107's solution](#)

**325.**

1260B

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

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[cs71107's solution](#)

**326.**

1249B2

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

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math  
[cs71107's solution](#)

**327.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers  
[cs71107's solution](#)

**328.**

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[cs71107's solution](#)

**329.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**330.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings  
[cs71107's solution](#)

**331.**

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[cs71107's solution](#)

**332.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[cs71107's solution](#)

**333.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[cs71107's solution](#)

**334.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2019-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[cs71107's solution](#)

**335.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**336.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[cs71107's solution](#)

**337.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[cs71107's solution](#)

**338.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[cs71107's solution](#)

**339.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · last AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**340.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings  
[cs71107's solution](#)

**341.**

962B

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

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[cs71107's solution](#)

**342.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**343.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**344.**

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 1300 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math  
[cs71107's solution](#)

**345.**

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cs71107's solution](#)

**346.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[cs71107's solution](#)

**347.**

1174C

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

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[cs71107's solution](#)

**348.**

1119B

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

Quality: 16,367 global accepts · Rating: 1300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[cs71107's solution](#)

**349.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**350.**

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[cs71107's solution](#)

**351.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**352.**

1157C1

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

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**353.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**354.**

1159B

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

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: implementation, math

[cs71107's solution](#)

**355.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cs71107's solution](#)

**356.**

1152B

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

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

and similar, math

[cs71107's solution](#)

**357.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cs71107's solution](#)

**358.**

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**359.**

1008C

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

Rating: 1300 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cs71107's solution](#)

**360.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1300 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cs71107's solution](#)

**361.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cs71107's solution](#)

**362.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[cs71107's solution](#)

**363.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**364.**

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cs71107's solution](#)

**365.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cs71107's solution](#)

**366.**

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[cs71107's solution](#)

**367.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[cs71107's solution](#)

**368.**

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[cs71107's solution](#)

**369.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[cs71107's solution](#)

**370.**

841C

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

Rating: 1300 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**371.**

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[cs71107's solution](#)

**372.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,102 global accepts · Rating: 1400 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[cs71107's solution](#)

**373.**

1506D

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

Quality: 25,533 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[cs71107's solution](#)

**374.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[cs71107's solution](#)

**375.**

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[cs71107's solution](#)

**376.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[cs71107's solution](#)

**377.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cs71107's solution](#)

**378.**

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cs71107's solution](#)

**379.**

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[cs71107's solution](#)

**380.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

[cs71107's solution](#)

**381.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[cs71107's solution](#)

**382.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cs71107's solution](#)

**383.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cs71107's solution](#)

**384.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,088 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[cs71107's solution](#)

**385.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[cs71107's solution](#)

**386.**

1303B

[National Project](#) · [Tutorial](#)

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

[cs71107's solution](#)

**387.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[cs71107's solution](#)

**388.**

1284B

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

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

[cs71107's solution](#)

**389.**

1270C

[Make Good](#) · [Tutorial](#)

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

[cs71107's solution](#)

**390.**

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[cs71107's solution](#)

**391.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cs71107's solution](#)

**392.**

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cs71107's solution](#)

**393.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**394.**

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[cs71107's solution](#)

**395.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**396.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[cs71107's solution](#)

**397.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cs71107's solution](#)

**398.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[cs71107's solution](#)

**399.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[cs71107's solution](#)

**400.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[cs71107's solution](#)

**401.**

1195C

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

Quality: 34,834 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[cs71107's solution](#)

**402.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[cs71107's solution](#)

**403.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation  
[cs71107's solution](#)

**404.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,985 global accepts · Rating: 1400 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation  
[cs71107's solution](#)

**405.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,586 global accepts · Rating: 1400 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[cs71107's solution](#)

**406.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,410 global accepts · Rating: 1400 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu  
[cs71107's solution](#)

**407.**

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[cs71107's solution](#)

**408.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[cs71107's solution](#)

**409.**

1167C

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

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cs71107's solution](#)

**410.**

1144D

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

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cs71107's solution](#)

**411.**

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[cs71107's solution](#)

**412.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cs71107's solution](#)

**413.**

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,056 global accepts · Rating: 1400 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cs71107's solution](#)

**414.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**415.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,645 global accepts · Rating: 1400 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[cs71107's solution](#)

**416.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cs71107's solution](#)

**417.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cs71107's solution](#)

**418.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cs71107's solution](#)

**419.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[cs71107's solution](#)

**420.**

1104C

[Grid game](#) · [Tutorial](#)

Quality: 1400 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cs71107's solution](#)

**421.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[cs71107's solution](#)

**422.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[cs71107's solution](#)

**423.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cs71107's solution](#)

**424.**

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cs71107's solution](#)

**425.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[cs71107's solution](#)

**426.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[cs71107's solution](#)

**427.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,478 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[cs71107's solution](#)

**428.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[cs71107's solution](#)

**429.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, graphs, greedy, implementation, math

[cs71107's solution](#)

**430.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[cs71107's solution](#)

**431.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[cs71107's solution](#)

**432.**

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cs71107's solution](#)

**433.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cs71107's solution](#)

**434.**

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[cs71107's solution](#)

**435.**

1391C

[Cyclic Permutations](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[cs71107's solution](#)

**436.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cs71107's solution](#)

**437.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[cs71107's solution](#)

**438.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[cs71107's solution](#)

**439.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[cs71107's solution](#)

**440.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[cs71107's solution](#)

**441.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[cs71107's solution](#)

**442.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cs71107's solution](#)

**443.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[cs71107's solution](#)

**444.**

1325C

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

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[cs71107's solution](#)

**445.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[cs71107's solution](#)

**446.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[cs71107's solution](#)

**447.**

1299A

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

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

[cs71107's solution](#)

**448.**

1296D

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

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cs71107's solution](#)

**449.**

1296C

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

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cs71107's solution](#)

**450.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cs71107's solution](#)

**451.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**452.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cs71107's solution](#)

**453.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[cs71107's solution](#)

**454.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**455.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cs71107's solution](#)

**456.**

1105C

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

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cs71107's solution](#)

**457.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cs71107's solution](#)

**458.**

1213D1

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

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cs71107's solution](#)

**459.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[cs71107's solution](#)

**460.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[cs71107's solution](#)

**461.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[cs71107's solution](#)

**462.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[cs71107's solution](#)

**463.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[cs71107's solution](#)

**464.**

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**465.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**466.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[cs71107's solution](#)

**467.**

1101C

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

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[cs71107's solution](#)

**468.**

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[cs71107's solution](#)

**469.**

744A

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

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[cs71107's solution](#)

**470.**

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[cs71107's solution](#)

**471.**

1180C

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

Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[cs71107's solution](#)

**472.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,106 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**473.**

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[cs71107's solution](#)

**474.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1500 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[cs71107's solution](#)

**475.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[cs71107's solution](#)

**476.**

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cs71107's solution](#)

**477.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[cs71107's solution](#)

**478.**

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[cs71107's solution](#)

**479.**

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cs71107's solution](#)

**480.**

1166C

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

Quality: 11,032 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[cs71107's solution](#)

**481.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[cs71107's solution](#)

**482.**

1133D

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

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory  
[cs71107's solution](#)

**483.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[cs71107's solution](#)

**484.**

1159C

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

Rating: 1500 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[cs71107's solution](#)

**485.**

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**486.**

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[cs71107's solution](#)

**487.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**488.**

1163B1

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

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[cs71107's solution](#)

**489.**

1080C

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

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[cs71107's solution](#)

**490.**

864D

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

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[cs71107's solution](#)

**491.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[cs71107's solution](#)

**492.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees  
[cs71107's solution](#)

**493.**

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[cs71107's solution](#)

**494.**

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[cs71107's solution](#)

**495.**

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[cs71107's solution](#)

**496.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cs71107's solution](#)

**497.**

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[cs71107's solution](#)

**498.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,852 global accepts · Rating: 1500 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[cs71107's solution](#)

**499.**

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cs71107's solution](#)

**500.**

1106D

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

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[cs71107's solution](#)

**501.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,511 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[cs71107's solution](#)

**502.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[cs71107's solution](#)

**503.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cs71107's solution](#)

**504.**

1486C1

[Guessing the Greatest \(easy version\) · Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive  
[cs71107's solution](#)

**505.**

1481C

[Fence Painting · Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[cs71107's solution](#)

**506.**

1476C

[Longest Simple Cycle · Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy  
[cs71107's solution](#)

**507.**

1475E

[Advertising Agency · Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings  
[cs71107's solution](#)

**508.**

1396A

[Multiples of Length · Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
[cs71107's solution](#)

**509.**

1398C

[Good Subarrays · Tutorial](#)

Quality: 36,595 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math  
[cs71107's solution](#)

**510.**

1389B

[Array Walk · Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy  
[cs71107's solution](#)

**511.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[cs71107's solution](#)

**512.**

1353D

[Constructing the Array · Tutorial](#)

Quality: 20,278 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings  
[cs71107's solution](#)

**513.**

1349A

[Orac and LCM · Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory  
[cs71107's solution](#)

**514.**

1348C

[Phoenix and Distribution · Tutorial](#)

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[cs71107's solution](#)

### 515.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cs71107's solution](#)

### 516.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[cs71107's solution](#)

### 517.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cs71107's solution](#)

### 518.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[cs71107's solution](#)

### 519.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[cs71107's solution](#)

### 520.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[cs71107's solution](#)

### 521.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cs71107's solution](#)

### 522.

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[cs71107's solution](#)

### 523.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[cs71107's solution](#)

### 524.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[cs71107's solution](#)

**525.**

1241C

[Save the Nature](#) · [Tutorial](#)

Quality: 1600 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[cs71107's solution](#)

**526.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cs71107's solution](#)

**527.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cs71107's solution](#)

**528.**

1213D2

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

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[cs71107's solution](#)

**529.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**530.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[cs71107's solution](#)

**531.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[cs71107's solution](#)

**532.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[cs71107's solution](#)

**533.**

1196D2

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

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[cs71107's solution](#)

**534.**

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cs71107's solution](#)

**535.**

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cs71107's solution](#)

**536.**

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[cs71107's solution](#)

**537.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[cs71107's solution](#)

**538.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[cs71107's solution](#)

**539.**

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cs71107's solution](#)

**540.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[cs71107's solution](#)

**541.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,237 global accepts · Rating: 1600 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[cs71107's solution](#)

**542.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[cs71107's solution](#)

**543.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[cs71107's solution](#)

**544.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[cs71107's solution](#)

**545.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1600 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cs71107's solution](#)

**546.**

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cs71107's solution](#)

**547.**

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cs71107's solution](#)

**548.**

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cs71107's solution](#)

**549.**

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[cs71107's solution](#)

**550.**

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[cs71107's solution](#)

**551.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cs71107's solution](#)

**552.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[cs71107's solution](#)

**553.**

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cs71107's solution](#)

**554.**

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**555.**

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cs71107's solution](#)

**556.**

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cs71107's solution](#)

**557.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[cs71107's solution](#)

**558.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[cs71107's solution](#)

**559.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[cs71107's solution](#)

**560.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[cs71107's solution](#)

**561.**

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-09 · last AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[cs71107's solution](#)

**562.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cs71107's solution](#)

**563.**

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cs71107's solution](#)

**564.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[cs71107's solution](#)

**565.**

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[cs71107's solution](#)

**566.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[cs71107's solution](#)

**567.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math,

number theory, two pointers

[cs71107's solution](#)

**568.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1700 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[cs71107's solution](#)

**569.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[cs71107's solution](#)

**570.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[cs71107's solution](#)

**571.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cs71107's solution](#)

**572.**

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cs71107's solution](#)

**573.**

1381A2

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

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[cs71107's solution](#)

**574.**

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[cs71107's solution](#)

**575.**

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[cs71107's solution](#)

**576.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[cs71107's solution](#)

**577.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[cs71107's solution](#)

**578.**

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cs71107's solution](#)

**579.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[cs71107's solution](#)

**580.**

1324E

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

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cs71107's solution](#)

**581.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[cs71107's solution](#)

**582.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[cs71107's solution](#)

**583.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[cs71107's solution](#)

**584.**

1278C

[Berry Jam](#) · [Tutorial](#)

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

[cs71107's solution](#)

**585.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[cs71107's solution](#)

**586.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[cs71107's solution](#)

**587.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cs71107's solution](#)

**588.**

1256C

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

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

[cs71107's solution](#)

**589.**

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cs71107's solution](#)

**590.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[cs71107's solution](#)

**591.**

1229A

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

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[cs71107's solution](#)

**592.**

1216C

[White Sheet](#) · [Tutorial](#)

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

[cs71107's solution](#)

**593.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1700 · first AC: 2019-09-14 · last AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cs71107's solution](#)

**594.**

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[cs71107's solution](#)

**595.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[cs71107's solution](#)

**596.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[cs71107's solution](#)

**597.**

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[cs71107's solution](#)

**598.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-08-13 · last AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[cs71107's solution](#)

**599.**

1202B

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

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

[cs71107's solution](#)

**600.**

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[cs71107's solution](#)

**601.**

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[cs71107's solution](#)

**602.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[cs71107's solution](#)

**603.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cs71107's solution](#)

**604.**

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[cs71107's solution](#)

**605.**

828C

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

Rating: 1700 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[cs71107's solution](#)

**606.**

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[cs71107's solution](#)

**607.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cs71107's solution](#)

**608.**

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, strings

[cs71107's solution](#)

**609.**

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[cs71107's solution](#)

**610.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers  
[cs71107's solution](#)

**611.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[cs71107's solution](#)

**612.**

1169C

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

Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[cs71107's solution](#)

**613.**

950D

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

Rating: 1700 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[cs71107's solution](#)

**614.**

1130D1

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

Rating: 1700 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[cs71107's solution](#)

**615.**

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[cs71107's solution](#)

**616.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-05-14 · last AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[cs71107's solution](#)

**617.**

1157C2

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

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[cs71107's solution](#)

**618.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: math  
[cs71107's solution](#)

**619.**

1144F

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

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cs71107's solution](#)

**620.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[cs71107's solution](#)

**621.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cs71107's solution](#)

**622.**

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[cs71107's solution](#)

**623.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[cs71107's solution](#)

**624.**

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[cs71107's solution](#)

**625.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[cs71107's solution](#)

**626.**

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**627.**

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[cs71107's solution](#)

**628.**

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[cs71107's solution](#)

**629.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[cs71107's solution](#)

**630.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[cs71107's solution](#)

**631.**

1111B

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

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cs71107's solution](#)

**632.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,537 global accepts · Rating: 1800 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[cs71107's solution](#)

**633.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[cs71107's solution](#)

**634.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[cs71107's solution](#)

**635.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[cs71107's solution](#)

**636.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[cs71107's solution](#)

**637.**

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[cs71107's solution](#)

**638.**

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[cs71107's solution](#)

**639.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[cs71107's solution](#)

**640.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cs71107's solution](#)

**641.**

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2020-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cs71107's solution](#)

**642.**

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[cs71107's solution](#)

**643.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[cs71107's solution](#)

**644.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[cs71107's solution](#)

**645.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[cs71107's solution](#)

**646.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cs71107's solution](#)

**647.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[cs71107's solution](#)

**648.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[cs71107's solution](#)

**649.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[cs71107's solution](#)

**650.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,327 global accepts · Rating: 1800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cs71107's solution](#)

**651.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[cs71107's solution](#)

**652.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cs71107's solution](#)

**653.**

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[cs71107's solution](#)

**654.**

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[cs71107's solution](#)

**655.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[cs71107's solution](#)

**656.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[cs71107's solution](#)

**657.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[cs71107's solution](#)

**658.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cs71107's solution](#)

**659.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[cs71107's solution](#)

**660.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cs71107's solution](#)

**661.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics  
[cs71107's solution](#)

**662.**

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[cs71107's solution](#)

**663.**

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
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**664.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games  
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**665.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,270 global accepts · Rating: 1800 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
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**666.**

1187C

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Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[cs71107's solution](#)

**667.**

1186C

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Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[cs71107's solution](#)

**668.**

831D

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Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy  
[cs71107's solution](#)

**669.**

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees  
[cs71107's solution](#)

**670.**

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2019-06-27 · last AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory  
[cs71107's solution](#)

**671.**

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cs71107's solution](#)

**672.**

664B

[Rebus](#) · [Tutorial](#)

Quality: 1800 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**673.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[cs71107's solution](#)

**674.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cs71107's solution](#)

**675.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cs71107's solution](#)

**676.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[cs71107's solution](#)

**677.**

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, implementation

[cs71107's solution](#)

**678.**

1130D2

[Toy Train](#) · [Tutorial](#)

Quality: 1800 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cs71107's solution](#)

**679.**

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[cs71107's solution](#)

**680.**

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[cs71107's solution](#)

**681.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[cs71107's solution](#)

**682.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[cs71107's solution](#)

**683.**

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation  
[cs71107's solution](#)

**684.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[cs71107's solution](#)

**685.**

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[cs71107's solution](#)

**686.**

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings  
[cs71107's solution](#)

**687.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[cs71107's solution](#)

**688.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory  
[cs71107's solution](#)

**689.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[cs71107's solution](#)

**690.**

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings  
[cs71107's solution](#)

**691.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[cs71107's solution](#)

**692.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[cs71107's solution](#)

**693.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math  
[cs71107's solution](#)

**694.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[cs71107's solution](#)

**695.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths  
[cs71107's solution](#)

**696.**

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[cs71107's solution](#)

**697.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers  
[cs71107's solution](#)

**698.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers  
[cs71107's solution](#)

**699.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive  
[cs71107's solution](#)

**700.**

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[cs71107's solution](#)

**701.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms  
[cs71107's solution](#)

**702.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings  
[cs71107's solution](#)

**703.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings  
[cs71107's solution](#)

**704.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees  
[cs71107's solution](#)

**705.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers  
[cs71107's solution](#)

**706.**

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings  
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**707.**

1369D

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Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees  
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**708.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math  
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**709.**

335B

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Quality: 2,373 global accepts · Rating: 1900 · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp  
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**710.**

1328E

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**711.**

1305D

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**712.**

1311F

[Moving Points](#) · [Tutorial](#)

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**713.**

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

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**714.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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**715.**

1294E

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**716.**

1270D

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**717.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

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[cs71107's solution](#)

**718.**

1265D

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Rating: 1900 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cs71107's solution](#)

**719.**

1276B

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**720.**

1260D

[A Game with Traps](#) · [Tutorial](#)

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**721.**

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**722.**

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cs71107's solution](#)

**723.**

1242B

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Quality: 9,245 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings  
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**724.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

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**725.**

1228D

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Quality: 5,419 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation  
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**726.**

1216E1

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Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math  
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**727.**

1220D

[Alex and Julian](#) · [Tutorial](#)

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**728.**

1214D

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Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing  
[cs71107's solution](#)

**729.**

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
[cs71107's solution](#)

**730.**

1208D

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**731.**

1207E

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[cs71107's solution](#)

**732.**

1031D

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Quality: 2,985 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
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**733.**

865B

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Quality: 1,934 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: binary search, sortings, ternary search  
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**734.**

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp  
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**735.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths  
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**736.**

1092F

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Quality: 10,842 global accepts · Rating: 1900 · first AC: 2019-08-17 · last AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
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**737.**

1183H

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Quality: 3,641 global accepts · Rating: 1900 · first AC: 2019-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
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**738.**

1200D

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**739.**

1202D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings  
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**740.**

1076E

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Quality: 4,152 global accepts · Rating: 1900 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
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**741.**

1197D

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Quality: 5,779 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
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**742.**

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
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**743.**

832D

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Quality: 4,480 global accepts · Rating: 1900 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

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**744.**

744B

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**745.**

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**746.**

961E

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**747.**

1181C

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**748.**

1041E

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**749.**

1175D

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Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**750.**

1174D

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Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

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**751.**

1119E

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**752.**

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2019-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

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**753.**

1095E

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**754.**

1169D

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Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[cs71107's solution](#)

**755.**

950E

[Data Center Maintenance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, graphs

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**756.**

1162D

[Chladni Figure](#) · [Tutorial](#)

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[cs71107's solution](#)

**757.**

1133F2

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**758.**

1141G

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Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[cs71107's solution](#)

**759.**

1141F1

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Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**760.**

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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**761.**

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[cs71107's solution](#)

**762.**

1163C2

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**763.**

1155D

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**764.**

1153D

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**765.**

1121D

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Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

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**766.**

894C

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**767.**

1493C

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**768.**

1481D

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**769.**

1454E

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**770.**

1438C

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**771.**

1370D

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Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[cs71107's solution](#)

**772.**

1391D

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Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[cs71107's solution](#)

**773.**

1399E1

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Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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**774.**

1385E

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Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cs71107's solution](#)

**775.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

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[cs71107's solution](#)

**776.**

1344B

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[cs71107's solution](#)

**777.**

1320C

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Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

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**778.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cs71107's solution](#)

**779.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[cs71107's solution](#)

**780.**

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[cs71107's solution](#)

**781.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[cs71107's solution](#)

**782.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[cs71107's solution](#)

**783.**

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[cs71107's solution](#)

**784.**

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2019-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[cs71107's solution](#)

**785.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[cs71107's solution](#)

**786.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[cs71107's solution](#)

**787.**

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[cs71107's solution](#)

**788.**

1241D

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[cs71107's solution](#)

**789.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[cs71107's solution](#)

**790.**

1244C

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Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[cs71107's solution](#)

**791.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[cs71107's solution](#)

**792.**

1209E1

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Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[cs71107's solution](#)

**793.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

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**794.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[cs71107's solution](#)

**795.**

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[cs71107's solution](#)

**796.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

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[cs71107's solution](#)

**797.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[cs71107's solution](#)

**798.**

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[cs71107's solution](#)

**799.**

961D

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Quality: 4,865 global accepts · Rating: 2000 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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**800.**

1185E

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Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**801.**

664C

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Rating: 2000 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cs71107's solution](#)

**802.**

1130E

[Wrong Answer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[cs71107's solution](#)

**803.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: games

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**804.**

1165F1

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Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

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**805.**

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation  
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**806.**

1082E

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Quality: 6,343 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy  
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**807.**

1157F

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Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers  
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**808.**

998D

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Rating: 2000 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy  
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**809.**

1156C

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**810.**

965C

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**811.**

1088D

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Quality: 3,168 global accepts · Rating: 2000 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive  
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**812.**

842C

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**813.**

1499D

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Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory  
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**814.**

1486D

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Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp  
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**815.**

1433G

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**816.**

1433F

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Quality: 6,747 global accepts · Rating: 2100 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp  
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**817.**

1409F

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Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
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**818.**

1392E

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**819.**

1393D

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Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths  
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**820.**

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math  
[cs71107's solution](#)

**821.**

1360H

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Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms  
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**822.**

1343E

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Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings  
[cs71107's solution](#)

**823.**

1333D

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**824.**

1312E

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Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[cs71107's solution](#)

**825.**

1322B

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Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[cs71107's solution](#)

**826.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[cs71107's solution](#)

**827.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[cs71107's solution](#)

**828.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[cs71107's solution](#)

**829.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[cs71107's solution](#)

**830.**

1271E

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Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[cs71107's solution](#)

**831.**

1271D

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Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[cs71107's solution](#)

**832.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cs71107's solution](#)

**833.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[cs71107's solution](#)

**834.**

1241E

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[cs71107's solution](#)

**835.**

1217D

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Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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**836.**

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[cs71107's solution](#)

**837.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**838.**

1207F

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Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

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**839.**

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

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**840.**

319C

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**841.**

1152D

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Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

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**842.**

1201D

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Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

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**843.**

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

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**844.**

1187E

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Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

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**845.**

1185G1

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Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp  
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**846.**

1166E

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Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory  
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**847.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers  
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**848.**

1159E

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

Rating: 2100 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, math  
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**849.**

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
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**850.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math  
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**851.**

1108F

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Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy  
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**852.**

1486E

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Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths  
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**853.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings  
[cs71107's solution](#)

**854.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
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**855.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[cs71107's solution](#)

**856.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[cs71107's solution](#)

**857.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cs71107's solution](#)

**858.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[cs71107's solution](#)

**859.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[cs71107's solution](#)

**860.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[cs71107's solution](#)

**861.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[cs71107's solution](#)

**862.**

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[cs71107's solution](#)

**863.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[cs71107's solution](#)

**864.**

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cs71107's solution](#)

**865.**

1156E

[Special Segments of Permutation](#) · Tutorial

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[cs71107's solution](#)

**866.**

1156D

[0-1-Tree](#) · Tutorial

Quality: 4,639 global accepts · Rating: 2200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[cs71107's solution](#)

**867.**

1175E

[Minimal Segment Cover](#) · Tutorial

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[cs71107's solution](#)

**868.**

1166D

[Cute Sequences](#) · Tutorial

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[cs71107's solution](#)

**869.**

979D

[Kuro and GCD and XOR and SUM](#) · Tutorial

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[cs71107's solution](#)

**870.**

1196F

[K-th Path](#) · Tutorial

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[cs71107's solution](#)

**871.**

903D

[Almost Difference](#) · Tutorial

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[cs71107's solution](#)

**872.**

833B

[The Bakery](#) · Tutorial

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[cs71107's solution](#)

**873.**

553C

[Love Triangles](#) · Tutorial

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cs71107's solution](#)

**874.**

664D

[Graph Coloring](#) · Tutorial

Rating: 2200 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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**875.**

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
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**876.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs  
[cs71107's solution](#)

**877.**

347E

[Number Transformation II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory  
[cs71107's solution](#)

**878.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings  
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**879.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees  
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**880.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings  
[cs71107's solution](#)

**881.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[cs71107's solution](#)

**882.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math  
[cs71107's solution](#)

**883.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation  
[cs71107's solution](#)

**884.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees  
[cs71107's solution](#)

**885.**

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[cs71107's solution](#)

**886.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[cs71107's solution](#)

**887.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[cs71107's solution](#)

**888.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[cs71107's solution](#)

**889.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

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**890.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[cs71107's solution](#)

**891.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cs71107's solution](#)

**892.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[cs71107's solution](#)

**893.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cs71107's solution](#)

**894.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cs71107's solution](#)

**895.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[cs71107's solution](#)

**896.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[cs71107's solution](#)

**897.**

1188B

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Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[cs71107's solution](#)

**898.**

670F

[Restore a Number](#) · [Tutorial](#)

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**899.**

1042E

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**900.**

1148E

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**901.**

1167F

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**902.**

1096F

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**903.**

1093G

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**904.**

1494E

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**905.**

1401F

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**906.**

585C

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Quality: 1,065 global accepts · Rating: 2400 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory

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**907.**

1374F

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**908.**

873F

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**909.**

1260E

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**910.**

1261D2

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**911.**

1244G

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**912.**

1221F

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**913.**

1042F

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**914.**

1139E

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**915.**

1187D

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**916.**

1036F

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**917.**

1497E2

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Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers  
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**918.**

1481E

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**919.**

1374E2

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Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers  
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**920.**

1334F

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**921.**

1221E

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**922.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

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**923.**

1264D1

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**924.**

982E

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**925.**

101615H

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**926.**

101986J

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**927.**

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**928.**

101986K

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**929.**

103102A

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**930.**

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**932.**

102001K

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**933.**

102001L

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**934.**

102001J

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**935.**

102001F

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**936.**

103102H

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**937.**

102001C

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**938.**

101471D

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**939.**

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101741J

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**942.**

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**944.**

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