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103.

1372A

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Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[cuom1999's solution](#)

104.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuom1999's solution](#)

105.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,254 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[cuom1999's solution](#)

106.

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

[cuom1999's solution](#)

107.

1283A

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

Quality: 61,296 global accepts · Rating: 800 · first AC: 2020-01-13 · last AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuom1999's solution](#)

108.

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
[cuom1999's solution](#)

109.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[cuom1999's solution](#)

110.

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
[cuom1999's solution](#)

111.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuom1999's solution](#)

112.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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113.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2019-06-06 · Python 3 (first AC) · Tags: math, number theory
[cuom1999's solution](#)

114.

1171A

[Dice Rolling](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special
[cuom1999's solution](#)

115.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuom1999's solution](#)

116.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuom1999's solution](#)

117.

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

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118.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cuom1999's solution](#)

119.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuom1999's solution](#)

120.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · last AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[cuom1999's solution](#)

121.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[cuom1999's solution](#)

122.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuom1999's solution](#)

123.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[cuom1999's solution](#)

124.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuom1999's solution](#)

125.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,582 global accepts · Rating: 800 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

126.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuom1999's solution](#)

127.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

128.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

129.

1005A

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

Quality: 27,489 global accepts · Rating: 800 · first AC: 2018-07-10 · last AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

130.

1003A

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

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

131.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[cuom1999's solution](#)

132.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

133.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,497 global accepts · Rating: 800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuom1999's solution](#)

134.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[cuom1999's solution](#)

135.

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

136.

977A

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

Quality: 217,479 global accepts · Rating: 800 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: implementation
[cuom1999's solution](#)

137.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation
[cuom1999's solution](#)

138.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuom1999's solution](#)

139.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[cuom1999's solution](#)

140.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

141.

835A

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Quality: 21,712 global accepts · Rating: 800 · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuom1999's solution](#)

142.

950A

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

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation, math

[cuom1999's solution](#)

143.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[cuom1999's solution](#)

144.

935A

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

Quality: 47,233 global accepts · Rating: 800 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuom1999's solution](#)

145.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cuom1999's solution](#)

146.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,091 global accepts · Rating: 800 · first AC: 2017-12-02 · last AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

147.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cuom1999's solution](#)

148.

472A

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

Quality: 70,771 global accepts · Rating: 800 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cuom1999's solution](#)

149.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,240 global accepts · Rating: 800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuom1999's solution](#)

150.

912A

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

[cuom1999's solution](#)

151.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuom1999's solution](#)

152.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[cuom1999's solution](#)

153.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

154.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,995 global accepts · Rating: 800 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation
[cuom1999's solution](#)

155.

899A

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Quality: 11,096 global accepts · Rating: 800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[cuom1999's solution](#)

156.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuom1999's solution](#)

157.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[cuom1999's solution](#)

158.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

159.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[cuom1999's solution](#)

160.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuom1999's solution](#)

161.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuom1999's solution](#)

162.

855A

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Quality: 27,341 global accepts · Rating: 800 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[cuom1999's solution](#)

163.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

164.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cuom1999's solution](#)

165.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[cuom1999's solution](#)

166.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[cuom1999's solution](#)

167.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cuom1999's solution](#)

168.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[cuom1999's solution](#)

169.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cuom1999's solution](#)

170.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[cuom1999's solution](#)

171.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[cuom1999's solution](#)

172.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,805 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation,

sortings

[cuom1999's solution](#)

173.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuom1999's solution](#)

174.

1833B

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Quality: 29,621 global accepts · Rating: 900 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cuom1999's solution](#)

175.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cuom1999's solution](#)

176.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[cuom1999's solution](#)

177.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuom1999's solution](#)

178.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuom1999's solution](#)

179.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[cuom1999's solution](#)

180.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuom1999's solution](#)

181.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[cuom1999's solution](#)

182.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuom1999's solution](#)

183.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[cuom1999's solution](#)

184.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuom1999's solution](#)

185.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · last AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuom1999's solution](#)

186.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuom1999's solution](#)

187.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuom1999's solution](#)

188.

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

[cuom1999's solution](#)

189.

1201A

[Important Exam](#) · [Tutorial](#)

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

[cuom1999's solution](#)

190.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[cuom1999's solution](#)

191.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[cuom1999's solution](#)

192.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuom1999's solution](#)

193.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuom1999's solution](#)

194.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[cuom1999's solution](#)

195.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cuom1999's solution](#)

196.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-09 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cuom1999's solution](#)

197.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,385 global accepts · Rating: 900 · first AC: 2018-07-10 · last AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cuom1999's solution](#)

198.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · last AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

199.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuom1999's solution](#)

200.

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuom1999's solution](#)

201.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cuom1999's solution](#)

202.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: implementation, math

[cuom1999's solution](#)

203.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,775 global accepts · Rating: 900 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: implementation, strings

[cuom1999's solution](#)

204.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, strings

[cuom1999's solution](#)

205.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

206.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuom1999's solution](#)

207.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cuom1999's solution](#)

208.

916A

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

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cuom1999's solution](#)

209.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

210.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

211.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuom1999's solution](#)

212.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,488 global accepts · Rating: 900 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

213.

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cuom1999's solution](#)

214.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cuom1999's solution](#)

215.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

216.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

217.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuom1999's solution](#)

218.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[cuom1999's solution](#)

219.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[cuom1999's solution](#)

220.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[cuom1999's solution](#)

221.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[cuom1999's solution](#)

222.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers
[cuom1999's solution](#)

223.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cuom1999's solution](#)

224.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[cuom1999's solution](#)

225.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[cuom1999's solution](#)

226.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[cuom1999's solution](#)

227.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[cuom1999's solution](#)

228.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuom1999's solution](#)

229.

1084A

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

Quality: 8,229 global accepts · Rating: 1000 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cuom1999's solution](#)

230.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuom1999's solution](#)

231.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cuom1999's solution](#)

232.

1782B

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

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

[cuom1999's solution](#)

233.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cuom1999's solution](#)

234.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[cuom1999's solution](#)

235.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuom1999's solution](#)

236.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[cuom1999's solution](#)

237.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[cuom1999's solution](#)

238.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuom1999's solution](#)

239.

1521A

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

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[cuom1999's solution](#)

240.

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cuom1999's solution](#)

241.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[cuom1999's solution](#)

242.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[cuom1999's solution](#)

243.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cuom1999's solution](#)

244.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuom1999's solution](#)

245.

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

[cuom1999's solution](#)

246.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[cuom1999's solution](#)

247.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[cuom1999's solution](#)

248.

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
[cuom1999's solution](#)

249.

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
[cuom1999's solution](#)

250.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuom1999's solution](#)

251.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

252.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[cuom1999's solution](#)

253.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[cuom1999's solution](#)

254.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cuom1999's solution](#)

255.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cuom1999's solution](#)

256.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[cuom1999's solution](#)

257.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

258.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cuom1999's solution](#)

259.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[cuom1999's solution](#)

260.

1133A

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

Quality: 19,700 global accepts · Rating: 1000 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

261.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuom1999's solution](#)

262.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

263.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuom1999's solution](#)

264.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[cuom1999's solution](#)

265.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuom1999's solution](#)

266.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuom1999's solution](#)

267.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[cuom1999's solution](#)

268.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

269.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[cuom1999's solution](#)

270.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuom1999's solution](#)

271.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuom1999's solution](#)

272.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuom1999's solution](#)

273.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuom1999's solution](#)

274.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuom1999's solution](#)

275.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1000 · first AC: 2018-07-02 · last AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[cuom1999's solution](#)

276.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

277.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuom1999's solution](#)

278.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[cuom1999's solution](#)

279.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[cuom1999's solution](#)

280.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-05-02 · GNU C++11 (first AC) · Tags: math, sortings

[cuom1999's solution](#)

281.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

282.

500A

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

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[cuom1999's solution](#)

283.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

284.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

285.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[cuom1999's solution](#)

286.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuom1999's solution](#)

287.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

288.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[cuom1999's solution](#)

289.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuom1999's solution](#)

290.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[cuom1999's solution](#)

291.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

292.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[cuom1999's solution](#)

293.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuom1999's solution](#)

294.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

295.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cuom1999's solution](#)

296.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cuom1999's solution](#)

297.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuom1999's solution](#)

298.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-14 · MS C++ (first AC) · Tags: implementation

[cuom1999's solution](#)

299.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[cuom1999's solution](#)

300.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cuom1999's solution](#)

301.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[cuom1999's solution](#)

302.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[cuom1999's solution](#)

303.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[cuom1999's solution](#)

304.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cuom1999's solution](#)

305.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cuom1999's solution](#)

306.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cuom1999's solution](#)

307.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cuom1999's solution](#)

308.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[cuom1999's solution](#)

309.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[cuom1999's solution](#)

310.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, implementation, math

[cuom1999's solution](#)

311.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cuom1999's solution](#)

312.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[cuom1999's solution](#)

313.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[cuom1999's solution](#)

314.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[cuom1999's solution](#)

315.

1726B

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

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[cuom1999's solution](#)

316.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[cuom1999's solution](#)

317.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuom1999's solution](#)

318.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[cuom1999's solution](#)

319.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[cuom1999's solution](#)

320.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[cuom1999's solution](#)

321.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[cuom1999's solution](#)

322.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[cuom1999's solution](#)

323.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[cuom1999's solution](#)

324.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[cuom1999's solution](#)

325.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[cuom1999's solution](#)

326.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[cuom1999's solution](#)

327.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
[cuom1999's solution](#)

328.

300A

[Array](#) · [Tutorial](#)

Quality: 27,212 global accepts · Rating: 1100 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[cuom1999's solution](#)

329.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cuom1999's solution](#)

330.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[cuom1999's solution](#)

331.

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
[cuom1999's solution](#)

332.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuom1999's solution](#)

333.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cuom1999's solution](#)

334.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[cuom1999's solution](#)

335.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuom1999's solution](#)

336.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuom1999's solution](#)

337.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuom1999's solution](#)

338.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuom1999's solution](#)

339.

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cuom1999's solution](#)

340.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[cuom1999's solution](#)

341.

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cuom1999's solution](#)

342.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[cuom1999's solution](#)

343.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

344.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-05-02 · GNU C++11 (first AC) · Tags: implementation

[cuom1999's solution](#)

345.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[cuom1999's solution](#)

346.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cuom1999's solution](#)

347.

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2018-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuom1999's solution](#)

348.

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[cuom1999's solution](#)

349.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cuom1999's solution](#)

350.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuom1999's solution](#)

351.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-02-01 · last AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[cuom1999's solution](#)

352.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cuom1999's solution](#)

353.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[cuom1999's solution](#)

354.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

355.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuom1999's solution](#)

356.

902A

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

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

[cuom1999's solution](#)

357.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[cuom1999's solution](#)

358.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2017-11-28 · last AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[cuom1999's solution](#)

359.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cuom1999's solution](#)

360.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

361.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuom1999's solution](#)

362.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuom1999's solution](#)

363.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cuom1999's solution](#)

364.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[cuom1999's solution](#)

365.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[cuom1999's solution](#)

366.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[cuom1999's solution](#)

367.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[cuom1999's solution](#)

368.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[cuom1999's solution](#)

369.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[cuom1999's solution](#)

370.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cuom1999's solution](#)

371.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[cuom1999's solution](#)

372.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[cuom1999's solution](#)

373.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[cuom1999's solution](#)

374.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[cuom1999's solution](#)

375.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[cuom1999's solution](#)

376.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation
[cuom1999's solution](#)

377.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[cuom1999's solution](#)

378.

1846C

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

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings
[cuom1999's solution](#)

379.

1846D

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

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math
[cuom1999's solution](#)

380.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[cuom1999's solution](#)

381.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[cuom1999's solution](#)

382.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[cuom1999's solution](#)

383.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[cuom1999's solution](#)

384.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cuom1999's solution](#)

385.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[cuom1999's solution](#)

386.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[cuom1999's solution](#)

387.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,475 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[cuom1999's solution](#)

388.

1517B

[Morning Jogging](#) · [Tutorial](#)

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

[cuom1999's solution](#)

389.

1497C1

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

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuom1999's solution](#)

390.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cuom1999's solution](#)

391.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[cuom1999's solution](#)

392.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[cuom1999's solution](#)

393.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[cuom1999's solution](#)

394.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuom1999's solution](#)

395.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuom1999's solution](#)

396.

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
[cuom1999's solution](#)

397.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[cuom1999's solution](#)

398.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[cuom1999's solution](#)

399.

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
[cuom1999's solution](#)

400.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[cuom1999's solution](#)

401.

1153B

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

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[cuom1999's solution](#)

402.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[cuom1999's solution](#)

403.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuom1999's solution](#)

404.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,113 global accepts · Rating: 1200 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
[cuom1999's solution](#)

405.

1133B

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

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cuom1999's solution](#)

406.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[cuom1999's solution](#)

407.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[cuom1999's solution](#)

408.

1097B

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

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[cuom1999's solution](#)

409.

1076B

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

Quality: 14,586 global accepts · Rating: 1200 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[cuom1999's solution](#)

410.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cuom1999's solution](#)

411.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

412.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[cuom1999's solution](#)

413.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[cuom1999's solution](#)

414.

1029B

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

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[cuom1999's solution](#)

415.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuom1999's solution](#)

416.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuom1999's solution](#)

417.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cuom1999's solution](#)

418.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuom1999's solution](#)

419.

1006C

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

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[cuom1999's solution](#)

420.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-02 · last AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[cuom1999's solution](#)

421.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuom1999's solution](#)

422.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuom1999's solution](#)

423.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

424.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: sortings

[cuom1999's solution](#)

425.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[cuom1999's solution](#)

426.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

427.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cuom1999's solution](#)

428.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

429.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

430.

914B

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

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[cuom1999's solution](#)

431.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[cuom1999's solution](#)

432.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuom1999's solution](#)

433.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[cuom1999's solution](#)

434.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy
[cuom1999's solution](#)

435.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

436.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cuom1999's solution](#)

437.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuom1999's solution](#)

438.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuom1999's solution](#)

439.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,978 global accepts · Rating: 1200 · first AC: 2017-11-26 · last AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[cuom1999's solution](#)

440.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cuom1999's solution](#)

441.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cuom1999's solution](#)

442.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,294 global accepts · Rating: 1200 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[cuom1999's solution](#)

443.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cuom1999's solution](#)

444.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[cuom1999's solution](#)

445.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[cuom1999's solution](#)

446.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[cuom1999's solution](#)

447.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[cuom1999's solution](#)

448.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[cuom1999's solution](#)

449.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[cuom1999's solution](#)

450.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[cuom1999's solution](#)

451.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cuom1999's solution](#)

452.

2073L

[Boarding Queue](#) · [Tutorial](#)

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

[cuom1999's solution](#)

453.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cuom1999's solution](#)

454.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[cuom1999's solution](#)

455.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[cuom1999's solution](#)

456.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[cuom1999's solution](#)

457.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[cuom1999's solution](#)

458.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[cuom1999's solution](#)

459.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[cuom1999's solution](#)

460.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,585 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[cuom1999's solution](#)

461.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[cuom1999's solution](#)

462.

1846E1

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

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[cuom1999's solution](#)

463.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuom1999's solution](#)

464.

1810C

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

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

[cuom1999's solution](#)

465.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[cuom1999's solution](#)

466.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuom1999's solution](#)

467.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[cuom1999's solution](#)

468.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[cuom1999's solution](#)

469.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cuom1999's solution](#)

470.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cuom1999's solution](#)

471.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[cuom1999's solution](#)

472.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuom1999's solution](#)

473.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[cuom1999's solution](#)

474.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[cuom1999's solution](#)

475.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[cuom1999's solution](#)

476.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[cuom1999's solution](#)

477.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[cuom1999's solution](#)

478.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[cuom1999's solution](#)

479.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[cuom1999's solution](#)

480.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, strings

[cuom1999's solution](#)

481.

1372B

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

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[cuom1999's solution](#)

482.

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

[cuom1999's solution](#)

483.

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

[cuom1999's solution](#)

484.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[cuom1999's solution](#)

485.

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

[cuom1999's solution](#)

486.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cuom1999's solution](#)

487.

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

[cuom1999's solution](#)

488.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuom1999's solution](#)

489.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

490.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[cuom1999's solution](#)

491.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[cuom1999's solution](#)

492.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[cuom1999's solution](#)

493.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cuom1999's solution](#)

494.

1101B

[Accordion](#) · [Tutorial](#)

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

[cuom1999's solution](#)

495.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · last AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[cuom1999's solution](#)

496.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuom1999's solution](#)

497.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cuom1999's solution](#)

498.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[cuom1999's solution](#)

499.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

500.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[cuom1999's solution](#)

501.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,811 global accepts · Rating: 1300 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuom1999's solution](#)

502.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuom1999's solution](#)

503.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuom1999's solution](#)

504.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[cuom1999's solution](#)

505.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cuom1999's solution](#)

506.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · last AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuom1999's solution](#)

507.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cuom1999's solution](#)

508.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cuom1999's solution](#)

509.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation, math

[cuom1999's solution](#)

510.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

511.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cuom1999's solution](#)

512.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

513.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuom1999's solution](#)

514.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar
[cuom1999's solution](#)

515.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

516.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[cuom1999's solution](#)

517.

919C

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

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuom1999's solution](#)

518.

472B

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Quality: 7,647 global accepts · Rating: 1300 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

519.

915B

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Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

520.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

521.

912B

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Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory
[cuom1999's solution](#)

522.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cuom1999's solution](#)

523.

136C

[Replacement](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cuom1999's solution](#)

524.

899C

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Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
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525.

900B

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Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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526.

897B

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

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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527.

633B

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Quality: 7,238 global accepts · Rating: 1300 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
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528.

890C

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529.

893C

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Quality: 28,269 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
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530.

844B

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Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
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531.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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532.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuom1999's solution](#)

533.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
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534.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive

algorithms, dp, greedy, strings, two pointers

[cuom1999's solution](#)

535.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuom1999's solution](#)

536.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[cuom1999's solution](#)

537.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[cuom1999's solution](#)

538.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[cuom1999's solution](#)

539.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cuom1999's solution](#)

540.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[cuom1999's solution](#)

541.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[cuom1999's solution](#)

542.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[cuom1999's solution](#)

543.

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[cuom1999's solution](#)

544.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[cuom1999's solution](#)

545.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[cuom1999's solution](#)

546.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[cuom1999's solution](#)

547.

1863D

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Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuom1999's solution](#)

548.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuom1999's solution](#)

549.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[cuom1999's solution](#)

550.

1830A

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

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cuom1999's solution](#)

551.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[cuom1999's solution](#)

552.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[cuom1999's solution](#)

553.

1750C

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Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[cuom1999's solution](#)

554.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[cuom1999's solution](#)

555.

1654C

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Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[cuom1999's solution](#)

556.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[cuom1999's solution](#)

557.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[cuom1999's solution](#)

558.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[cuom1999's solution](#)

559.

1548A

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Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[cuom1999's solution](#)

560.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[cuom1999's solution](#)

561.

1520E

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

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuom1999's solution](#)

562.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[cuom1999's solution](#)

563.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · last AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[cuom1999's solution](#)

564.

1517C

[Fillomino 2](#) · [Tutorial](#)

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

[cuom1999's solution](#)

565.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[cuom1999's solution](#)

566.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[cuom1999's solution](#)

567.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 16,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[cuom1999's solution](#)

568.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[cuom1999's solution](#)

569.

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

[cuom1999's solution](#)

570.

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

[cuom1999's solution](#)

571.

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cuom1999's solution](#)

572.

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

[cuom1999's solution](#)

573.

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

[cuom1999's solution](#)

574.

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

[cuom1999's solution](#)

575.

1263C

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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

[cuom1999's solution](#)

576.

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

[cuom1999's solution](#)

577.

1214A

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Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cuom1999's solution](#)

578.

1215B

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

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[cuom1999's solution](#)

579.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-08-01 · last AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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580.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,235 global accepts · Rating: 1400 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[cuom1999's solution](#)

581.

1195C

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Quality: 34,837 global accepts · Rating: 1400 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

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582.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[cuom1999's solution](#)

583.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[cuom1999's solution](#)

584.

1110B

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Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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585.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cuom1999's solution](#)

586.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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587.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cuom1999's solution](#)

588.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-28 · Python 3 (first AC) · Tags: bitmasks, greedy
[cuom1999's solution](#)

589.

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[cuom1999's solution](#)

590.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuom1999's solution](#)

591.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cuom1999's solution](#)

592.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · last AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[cuom1999's solution](#)

593.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[cuom1999's solution](#)

594.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[cuom1999's solution](#)

595.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[cuom1999's solution](#)

596.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cuom1999's solution](#)

597.

977D

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

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings

[cuom1999's solution](#)

598.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[cuom1999's solution](#)

599.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: binary search

[cuom1999's solution](#)

600.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math

[cuom1999's solution](#)

601.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

602.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

603.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuom1999's solution](#)

604.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[cuom1999's solution](#)

605.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games

[cuom1999's solution](#)

606.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[cuom1999's solution](#)

607.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuom1999's solution](#)

608.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cuom1999's solution](#)

609.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[cuom1999's solution](#)

610.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuom1999's solution](#)

611.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[cuom1999's solution](#)

612.

844C

[Sorting by Subsequences](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[cuom1999's solution](#)

613.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

614.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[cuom1999's solution](#)

615.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[cuom1999's solution](#)

616.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cuom1999's solution](#)

617.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[cuom1999's solution](#)

618.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

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619.

1850G

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Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

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620.

1249C2

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

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

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621.

1323B

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Quality: 11,767 global accepts · Rating: 1500 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

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622.

1842C

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Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

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623.

1817A

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Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

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624.

1804C

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625.

1737C

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Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[cuom1999's solution](#)

626.

1738C

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Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[cuom1999's solution](#)

627.

1630A

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Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

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628.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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629.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[cuom1999's solution](#)

630.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[cuom1999's solution](#)

631.

1553D

[Backspace](#) · [Tutorial](#)

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

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632.

1515D

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Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[cuom1999's solution](#)

633.

1466D

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Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[cuom1999's solution](#)

634.

1439A1

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Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[cuom1999's solution](#)

635.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[cuom1999's solution](#)

636.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cuom1999's solution](#)

637.

1379B

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Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[cuom1999's solution](#)

638.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[cuom1999's solution](#)

639.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cuom1999's solution](#)

640.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[cuom1999's solution](#)

641.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[cuom1999's solution](#)

642.

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
[cuom1999's solution](#)

643.

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
[cuom1999's solution](#)

644.

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
[cuom1999's solution](#)

645.

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
[cuom1999's solution](#)

646.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-01-13 · last AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math
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647.

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
[cuom1999's solution](#)

648.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-08 · last AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[cuom1999's solution](#)

649.

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

[cuom1999's solution](#)

650.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuom1999's solution](#)

651.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cuom1999's solution](#)

652.

1242A

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

[cuom1999's solution](#)

653.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cuom1999's solution](#)

654.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuom1999's solution](#)

655.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,465 global accepts · Rating: 1500 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cuom1999's solution](#)

656.

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[cuom1999's solution](#)

657.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cuom1999's solution](#)

658.

853A

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Quality: 6,190 global accepts · Rating: 1500 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuom1999's solution](#)

659.

1166C

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Quality: 11,033 global accepts · Rating: 1500 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[cuom1999's solution](#)

660.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuom1999's solution](#)

661.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[cuom1999's solution](#)

662.

1133D

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

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[cuom1999's solution](#)

663.

1114B

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Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[cuom1999's solution](#)

664.

1110C

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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

[cuom1999's solution](#)

665.

1101E

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Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

666.

1101C

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Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[cuom1999's solution](#)

667.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-19 · last AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cuom1999's solution](#)

668.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[cuom1999's solution](#)

669.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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670.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
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671.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings
[cuom1999's solution](#)

672.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory
[cuom1999's solution](#)

673.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-03 · Java 8 (first AC) · Tags: brute force, greedy, implementation, math
[cuom1999's solution](#)

674.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuom1999's solution](#)

675.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuom1999's solution](#)

676.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[cuom1999's solution](#)

677.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
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678.

990C

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Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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679.

404B

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Quality: 3,050 global accepts · Rating: 1500 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuom1999's solution](#)

680.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuom1999's solution](#)

681.

978F

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Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[cuom1999's solution](#)

682.

978D

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Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cuom1999's solution](#)

683.

977E

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Quality: 25,615 global accepts · Rating: 1500 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[cuom1999's solution](#)

684.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[cuom1999's solution](#)

685.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

686.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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687.

455A

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Quality: 71,971 global accepts · Rating: 1500 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

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688.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[cuom1999's solution](#)

689.

883E

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Quality: 2,037 global accepts · Rating: 1500 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuom1999's solution](#)

690.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[cuom1999's solution](#)

691.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cuom1999's solution](#)

692.

855B

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

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[cuom1999's solution](#)

693.

864D

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

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-26 · last AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cuom1999's solution](#)

694.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · last AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[cuom1999's solution](#)

695.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

696.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[cuom1999's solution](#)

697.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cuom1999's solution](#)

698.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[cuom1999's solution](#)

699.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuom1999's solution](#)

700.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math
[cuom1999's solution](#)

701.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[cuom1999's solution](#)

702.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers
[cuom1999's solution](#)

703.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[cuom1999's solution](#)

704.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[cuom1999's solution](#)

705.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1500 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[cuom1999's solution](#)

706.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[cuom1999's solution](#)

707.

861C

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[cuom1999's solution](#)

708.

861B

[Which floor?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuom1999's solution](#)

709.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuom1999's solution](#)

710.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[cuom1999's solution](#)

711.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[cuom1999's solution](#)

712.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[cuom1999's solution](#)

713.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[cuom1999's solution](#)

714.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[cuom1999's solution](#)

715.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[cuom1999's solution](#)

716.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[cuom1999's solution](#)

717.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[cuom1999's solution](#)

718.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[cuom1999's solution](#)

719.

1994C

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Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

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720.

1938H

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Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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721.

830B

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Quality: 3,055 global accepts · Rating: 1600 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

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722.

1787C

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723.

1782C

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724.

1779C

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725.

1774D

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726.

1687A

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727.

1677A

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728.

1623C

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729.

1622C

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730.

1609D

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731.

1610C

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732.

1603B

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733.

1566D2

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734.

1530D

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735.

1523C

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736.

1528A

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737.

1520F1

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738.

1519D

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739.

1503A

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Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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740.

1498C

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741.

1483A

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Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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742.

1497C2

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743.

1458A

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744.

1396A

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745.

1398C

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746.

1349A

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747.

1344A

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748.

1342C

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749.

1336A

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750.

1261B1

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Rating: 1600 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
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751.

1284C

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752.

1282B2

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753.

1252C

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754.

1246A

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[cuom1999's solution](#)

755.

1240A

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756.

1217B

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757.

1198B

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758.

1198A

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759.

1188A1

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760.

1184C1

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761.

1184D1

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762.

1140C

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763.

1133F1

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764.

1109A

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765.

617C

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766.

1098A

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767.

1096C

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768.

1086A

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769.

1062C

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770.

453A

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771.

1033C

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772.

1059C

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773.

1041C

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774.

1036D

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775.

1036B

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776.

1029C

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777.

1025C

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778.

1025B

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779.

1027C

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780.

1006E

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781.

1003D

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782.

992C

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783.

992B

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784.

993A

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785.

986A

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786.

980B

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787.

966A

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788.

447C

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789.

958E1

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790.

952C

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791.

957C

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[cuom1999's solution](#)

792.

954D

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793.

835C

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[cuom1999's solution](#)

794.

947B

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795.

949A

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796.

930B

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Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

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797.

935C

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Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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798.

939C

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[cuom1999's solution](#)

799.

932C

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Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[cuom1999's solution](#)

800.

500C

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[cuom1999's solution](#)

801.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

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802.

922C

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Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[cuom1999's solution](#)

803.

606C

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Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

804.

606B

[Testing Robots](#) · [Tutorial](#)

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805.

916C

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Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[cuom1999's solution](#)

806.

913C

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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[cuom1999's solution](#)

807.

136D

[Rectangle and Square](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[cuom1999's solution](#)

808.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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809.

888D

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Quality: 10,502 global accepts · Rating: 1600 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cuom1999's solution](#)

810.

879C

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Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[cuom1999's solution](#)

811.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cuom1999's solution](#)

812.

873C

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Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

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813.

660C

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Quality: 10,752 global accepts · Rating: 1600 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[cuom1999's solution](#)

814.

849B

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Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-14 · MS C++ (first AC) · Tags: brute force, geometry

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815.

2206J

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Quality: 1,008 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: math

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816.

2201B

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Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
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817.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
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818.

2178D

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Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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819.

2159A

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Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
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820.

2152D

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821.

2147D

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822.

2135B

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Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
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823.

2124D

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824.

2096C

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Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
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825.

2053D

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826.

2029C

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827.

2018C

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828.

1984C2

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829.

1906M

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830.

1975D

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831.

1942C2

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832.

1936A

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833.

1930C

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834.

1916D

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835.

1896D

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[cuom1999's solution](#)

836.

1893B

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Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

sortings, two pointers

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837.

1868B1

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838.

1864D

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[cuom1999's solution](#)

839.

1850H

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[cuom1999's solution](#)

840.

1822G1

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[cuom1999's solution](#)

841.

1731D

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[cuom1999's solution](#)

842.

1810D

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[cuom1999's solution](#)

843.

1799C

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Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[cuom1999's solution](#)

844.

1779D

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845.

1770C

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[cuom1999's solution](#)

846.

1693B

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Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
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847.

1687B

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[cuom1999's solution](#)

848.

1684D

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849.

1677B

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850.

1672D

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851.

1628B

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852.

1621C

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853.

1578H

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854.

1580A

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Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
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855.

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation
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856.

1528B

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857.

1503B

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858.

1497E1

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859.

1491C

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860.

1479A

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861.

1464A

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Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[cuom1999's solution](#)

862.

1434B

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Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[cuom1999's solution](#)

863.

126B

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864.

1392D

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865.

1393C

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866.

1383A

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trees, two pointers

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867.

1381A2

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Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

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868.

131E

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Quality: 2,090 global accepts · Rating: 1700 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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869.

1368D

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[cuom1999's solution](#)

870.

1361A

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[cuom1999's solution](#)

871.

1340B

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Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[cuom1999's solution](#)

872.

1337D

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Rating: 1700 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

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873.

1336B

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Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

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874.

1333C

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875.

1329B

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876.

1320B

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877.

1314A

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Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

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878.

1292B

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Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

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879.

1261A

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Rating: 1700 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

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880.

1279D

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881.

1268A

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882.

1278C

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883.

1280A

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884.

1260C

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885.

1239A

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Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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886.

1217C

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887.

1215D

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Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

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888.

1209D

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889.

1194D

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890.

1168A

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891.

1146C

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892.

1153C

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893.

1142A

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Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · last AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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894.

1132C

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895.

1111B

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896.

1111C

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Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

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897.

1091D

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[cuom1999's solution](#)

898.

1086B

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

Rating: 1700 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[cuom1999's solution](#)

899.

1074A

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Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

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900.

1043D

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Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

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901.

1073D

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Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[cuom1999's solution](#)

902.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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903.

1042C

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Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cuom1999's solution](#)

904.

1041D

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905.

1027D

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Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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906.

1023D

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[cuom1999's solution](#)

907.

1006D

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Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuom1999's solution](#)

908.

1009D

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Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

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909.

1009C

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Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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910.

1000C

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Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
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911.

990D

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Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
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912.

983A

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Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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913.

978G

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Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
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914.

980C

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915.

977F

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Quality: 25,129 global accepts · Rating: 1700 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dp
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916.

966B

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917.

960C

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918.

957D

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Rating: 1700 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[cuom1999's solution](#)

919.

954C

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920.

947A

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921.

949B

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922.

937C

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923.

606D

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924.

910C

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925.

919D

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926.

917B

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927.

915C

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928.

834C

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929.

44H

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930.

900C

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931.

897C

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932.

895B

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933.

850A

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934.

2206H

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935.

2187B

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936.

2138C1

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937.

1987D

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938.

1965B

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939.

1930D1

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940.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
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941.

1851F

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Quality: 7,420 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees
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942.

1852B

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943.

1852A

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944.

1846E2

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945.

1846F

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946.

724C

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947.

1782D

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948.

1750D

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949.

1740E

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950.

1718A1

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951.

1648B

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952.

1637D

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953.

1630B

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954.

1572A

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955.

1556D

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956.

1556C

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957.

1548B

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959.

1552C

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960.

1525D

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961.

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962.

1500A

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963.

1491D

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964.

1466E

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1442B

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968.

1420D

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969.

1396B

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1398D

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971.

1394A

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972.

1381B

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973.

280B

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974.

69E

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975.

1338B

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976.

1329A

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977.

1326D2

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978.

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979.

1283E

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980.

1290B

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981.

1283D

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982.

1261B2

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983.

1286B

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984.

1286A

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985.

1081D

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986.

1282C

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987.

1280B

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988.

1252H

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989.

1246B

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Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math
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990.

1195D2

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991.

1190B

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992.

1172A

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993.

1119D

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994.

1133E

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995.

1109B

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996.

448D

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997.

1096D

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998.

1062D

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Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

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999.

1076D

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Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

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1000.

1073C

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1001.

1034A

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Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[cuom1999's solution](#)

1002.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
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1003.

1042D

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Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[cuom1999's solution](#)

1004.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[cuom1999's solution](#)

1005.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[cuom1999's solution](#)

1006.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[cuom1999's solution](#)

1007.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[cuom1999's solution](#)

1008.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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1009.

986B

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Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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1010.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cuom1999's solution](#)

1011.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · last AC: 2018-04-15 · GNU C++11 (first AC) · Tags: binary search, two pointers

[cuom1999's solution](#)

1012.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2018-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[cuom1999's solution](#)

1013.

923C

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Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees
[cuom1999's solution](#)

1014.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,806 global accepts · Rating: 1800 · first AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings
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1015.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[cuom1999's solution](#)

1016.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers
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1017.

933A

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Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · last AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp
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1018.

869C

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1019.

922D

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1020.

918C

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914C

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1022.

913D

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1023.

911D

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1024.

909C

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1025.

899D

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1026.

894B

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1027.

888E

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1028.

2211D

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1029.

2190B2

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1030.

2157E

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1031.

2165B

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1032.

2138B

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1033.

2129C1

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1034.

2073A

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1035.

2053E

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1036.

2029D

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1037.

2018B

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1038.

1991E

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1039.

1991D

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1040.

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1041.

1906E

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1042.

1949C

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1043.

1938C

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1044.

1909D

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1045.

1854A2

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1046.

1846G

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1047.

1842D

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1048.

1817B

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1049.

1799D1

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[cuom1999's solution](#)

1050.

1785B

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Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[cuom1999's solution](#)

1051.

1787D

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1052.

1774E

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1053.

1747D

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1054.

1746D

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1055.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

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1056.

1677C

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1057.

1673D

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1058.

1656D

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1059.

1648C

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1060.

1558B

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1061.

1508A

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1062.

1483B

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1063.

1495B

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1064.

1470B

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1065.

1439A2

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1066.

1434A

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1067.

1428D

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1068.

1404B

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1069.

1383B

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1070.

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1071.

1371E1

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1072.

16E

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1073.

191C

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1074.

479E

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1075.

459E

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1076.

1361B

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1077.

1342D

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1078.

1081E

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1079.

1270D

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1080.

1264B

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1081.

1276B

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1082.

1260D

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1083.

1242B

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1084.

1214D

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1085.

1197D

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1086.

1178E

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1087.

1184E1

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1088.

1172B

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1089.

1168B

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Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
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1090.

1153D

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1091.

1119E

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1092.

1117C

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Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search
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1093.

1133F2

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Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy
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1094.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
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1095.

1114D

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Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
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1096.

1078A

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Rating: 1900 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths
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1097.

1076E

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1098.

61E

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1099.

1074B

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1100.

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[cuom1999's solution](#)

1101.

1036C

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Quality: 13,376 global accepts · Rating: 1900 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
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1102.

1029D

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Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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1103.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp
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1104.

1012B

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Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

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1105.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,043 global accepts · Rating: 1900 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

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1106.

981D

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Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

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1107.

965D

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Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, two pointers

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1108.

500D

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Quality: 3,277 global accepts · Rating: 1900 · first AC: 2018-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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1109.

835D

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1110.

949C

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1111.

930C

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1112.

935D

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Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

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1113.

687C

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Quality: 8,344 global accepts · Rating: 1900 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cuom1999's solution](#)

1114.

258B

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Quality: 1,604 global accepts · Rating: 1900 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[cuom1999's solution](#)

1115.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[cuom1999's solution](#)

1116.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
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1117.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[cuom1999's solution](#)

1118.

883I

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Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[cuom1999's solution](#)

1119.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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1120.

660D

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Quality: 4,737 global accepts · Rating: 1900 · first AC: 2017-10-03 · last AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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1121.

2201C

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Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

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1122.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[cuom1999's solution](#)

1123.

2165C

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Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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1124.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[cuom1999's solution](#)

1125.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[cuom1999's solution](#)

1126.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[cuom1999's solution](#)

1127.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[cuom1999's solution](#)

1128.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cuom1999's solution](#)

1129.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[cuom1999's solution](#)

1130.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[cuom1999's solution](#)

1131.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[cuom1999's solution](#)

1132.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[cuom1999's solution](#)

1133.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[cuom1999's solution](#)

1134.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[cuom1999's solution](#)

1135.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[cuom1999's solution](#)

1136.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[cuom1999's solution](#)

1137.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cuom1999's solution](#)

1138.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[cuom1999's solution](#)

1139.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[cuom1999's solution](#)

1140.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[cuom1999's solution](#)

1141.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[cuom1999's solution](#)

1142.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[cuom1999's solution](#)

1143.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[cuom1999's solution](#)

1144.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[cuom1999's solution](#)

1145.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[cuom1999's solution](#)

1146.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[cuom1999's solution](#)

1147.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
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1148.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
[cuom1999's solution](#)

1149.

1685B

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Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings
[cuom1999's solution](#)

1150.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[cuom1999's solution](#)

1151.

1616D

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Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[cuom1999's solution](#)

1152.

1622D

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Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers
[cuom1999's solution](#)

1153.

1610D

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[cuom1999's solution](#)

1154.

1588B

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Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive
[cuom1999's solution](#)

1155.

1566E

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Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
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1156.

1558C

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Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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1157.

1525C

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Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[cuom1999's solution](#)

1158.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[cuom1999's solution](#)

1159.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp
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1160.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[cuom1999's solution](#)

1161.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[cuom1999's solution](#)

1162.

1156C

[Match Points](#) · [Tutorial](#)

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[cuom1999's solution](#)

1163.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
[cuom1999's solution](#)

1164.

346B

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Quality: 4,260 global accepts · Rating: 2000 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[cuom1999's solution](#)

1165.

137E

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1166.

87C

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Quality: 1,687 global accepts · Rating: 2000 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math
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1167.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math
[cuom1999's solution](#)

1168.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
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1169.

128C

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Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-06-27 · last AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
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1170.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cuom1999's solution](#)

1171.

383C

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Quality: 7,523 global accepts · Rating: 2000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
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1172.

1359E

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Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
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1173.

1349B

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1174.

1320C

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Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings
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1175.

1288D

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Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp
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1176.

1268B

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Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
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1177.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[cuom1999's solution](#)

1178.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[cuom1999's solution](#)

1179.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[cuom1999's solution](#)

1180.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

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

[cuom1999's solution](#)

1181.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[cuom1999's solution](#)

1182.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[cuom1999's solution](#)

1183.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · last AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[cuom1999's solution](#)

1184.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 2000 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cuom1999's solution](#)

1185.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[cuom1999's solution](#)

1186.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[cuom1999's solution](#)

1187.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[cuom1999's solution](#)

1188.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[cuom1999's solution](#)

1189.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cuom1999's solution](#)

1190.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[cuom1999's solution](#)

1191.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[cuom1999's solution](#)

1192.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[cuom1999's solution](#)

1193.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[cuom1999's solution](#)

1194.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[cuom1999's solution](#)

1195.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-03 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[cuom1999's solution](#)

1196.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy

[cuom1999's solution](#)

1197.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[cuom1999's solution](#)

1198.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: geometry, math
[cuom1999's solution](#)

1199.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: math
[cuom1999's solution](#)

1200.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[cuom1999's solution](#)

1201.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · last AC: 2018-04-17 · GNU C++11 (first AC) · Tags: hashing, strings
[cuom1999's solution](#)

1202.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · last AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cuom1999's solution](#)

1203.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[cuom1999's solution](#)

1204.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[cuom1999's solution](#)

1205.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[cuom1999's solution](#)

1206.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2018-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[cuom1999's solution](#)

1207.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[cuom1999's solution](#)

1208.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[cuom1999's solution](#)

1209.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuom1999's solution](#)

1210.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers
[cuom1999's solution](#)

1211.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[cuom1999's solution](#)

1212.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules
[cuom1999's solution](#)

1213.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2017-11-23 · last AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[cuom1999's solution](#)

1214.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-12 · last AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[cuom1999's solution](#)

1215.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-21 · last AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[cuom1999's solution](#)

1216.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2017-11-29 · last AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math
[cuom1999's solution](#)

1217.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-27 · last AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks,

combinatorics, dp, math

[cuom1999's solution](#)

1218.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[cuom1999's solution](#)

1219.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[cuom1999's solution](#)

1220.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[cuom1999's solution](#)

1221.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[cuom1999's solution](#)

1222.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cuom1999's solution](#)

1223.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[cuom1999's solution](#)

1224.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[cuom1999's solution](#)

1225.

2029E

[Common Generator](#) · [Tutorial](#)

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

[cuom1999's solution](#)

1226.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cuom1999's solution](#)

1227.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[cuom1999's solution](#)

1228.

1975E

[Chain Queries](#) · [Tutorial](#)

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

[cuom1999's solution](#)

1229.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[cuom1999's solution](#)

1230.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[cuom1999's solution](#)

1231.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[cuom1999's solution](#)

1232.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[cuom1999's solution](#)

1233.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[cuom1999's solution](#)

1234.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[cuom1999's solution](#)

1235.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[cuom1999's solution](#)

1236.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[cuom1999's solution](#)

1237.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[cuom1999's solution](#)

1238.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[cuom1999's solution](#)

1239.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[cuom1999's solution](#)

1240.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[cuom1999's solution](#)

1241.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees
[cuom1999's solution](#)

1242.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[cuom1999's solution](#)

1243.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math
[cuom1999's solution](#)

1244.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[cuom1999's solution](#)

1245.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2018-11-11 · last AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry
[cuom1999's solution](#)

1246.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs
[cuom1999's solution](#)

1247.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[cuom1999's solution](#)

1248.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[cuom1999's solution](#)

1249.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers
[cuom1999's solution](#)

1250.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2018-02-03 · last AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[cuom1999's solution](#)

1251.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy
[cuom1999's solution](#)

1252.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[cuom1999's solution](#)

1253.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
[cuom1999's solution](#)

1254.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cuom1999's solution](#)

1255.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search
[cuom1999's solution](#)

1256.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[cuom1999's solution](#)

1257.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy
[cuom1999's solution](#)

1258.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer
[cuom1999's solution](#)

1259.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[cuom1999's solution](#)

1260.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cuom1999's solution](#)

1261.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[cuom1999's solution](#)

1262.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[cuom1999's solution](#)

1263.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings
[cuom1999's solution](#)

1264.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy
[cuom1999's solution](#)

1265.

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
[cuom1999's solution](#)

1266.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees
[cuom1999's solution](#)

1267.

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
[cuom1999's solution](#)

1268.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[cuom1999's solution](#)

1269.

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
[cuom1999's solution](#)

1270.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[cuom1999's solution](#)

1271.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices
[cuom1999's solution](#)

1272.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
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1273.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation
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1274.

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers
[cuom1999's solution](#)

1275.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[cuom1999's solution](#)

1276.

1184A2

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

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
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1277.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cuom1999's solution](#)

1278.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[cuom1999's solution](#)

1279.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[cuom1999's solution](#)

1280.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[cuom1999's solution](#)

1281.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[cuom1999's solution](#)

1282.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[cuom1999's solution](#)

1283.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cuom1999's solution](#)

1284.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[cuom1999's solution](#)

1285.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry

[cuom1999's solution](#)

1286.

1040D

[Subway Pursuit](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[cuom1999's solution](#)

1287.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[cuom1999's solution](#)

1288.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[cuom1999's solution](#)

1289.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[cuom1999's solution](#)

1290.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices
[cuom1999's solution](#)

1291.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[cuom1999's solution](#)

1292.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[cuom1999's solution](#)

1293.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-07-18 · last AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[cuom1999's solution](#)

1294.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[cuom1999's solution](#)

1295.

1003E

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

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[cuom1999's solution](#)

1296.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[cuom1999's solution](#)

1297.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cuom1999's solution](#)

1298.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[cuom1999's solution](#)

1299.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cuom1999's solution](#)

1300.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[cuom1999's solution](#)

1301.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[cuom1999's solution](#)

1302.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: dp, math, number theory

[cuom1999's solution](#)

1303.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[cuom1999's solution](#)

1304.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[cuom1999's solution](#)

1305.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[cuom1999's solution](#)

1306.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[cuom1999's solution](#)

1307.

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[cuom1999's solution](#)

1308.

937D

[Sleepy Game](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, games, graphs

[cuom1999's solution](#)

1309.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[cuom1999's solution](#)

1310.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[cuom1999's solution](#)

1311.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[cuom1999's solution](#)

1312.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[cuom1999's solution](#)

1313.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[cuom1999's solution](#)

1314.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[cuom1999's solution](#)

1315.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[cuom1999's solution](#)

1316.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[cuom1999's solution](#)

1317.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[cuom1999's solution](#)

1318.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[cuom1999's solution](#)

1319.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cuom1999's solution](#)

1320.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[cuom1999's solution](#)

1321.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees
[cuom1999's solution](#)

1322.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1323.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[cuom1999's solution](#)

1324.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[cuom1999's solution](#)

1325.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[cuom1999's solution](#)

1326.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
[cuom1999's solution](#)

1327.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[cuom1999's solution](#)

1328.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-05 · last AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[cuom1999's solution](#)

1329.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[cuom1999's solution](#)

1330.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[cuom1999's solution](#)

1331.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[cuom1999's solution](#)

1332.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[cuom1999's solution](#)

1333.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2018-05-13 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[cuom1999's solution](#)

1334.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[cuom1999's solution](#)

1335.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, trees

[cuom1999's solution](#)

1336.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[cuom1999's solution](#)

1337.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[cuom1999's solution](#)

1338.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[cuom1999's solution](#)

1339.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[cuom1999's solution](#)

1340.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cuom1999's solution](#)

1341.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[cuom1999's solution](#)

1342.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[cuom1999's solution](#)

1343.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[cuom1999's solution](#)

1344.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[cuom1999's solution](#)

1345.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[cuom1999's solution](#)

1346.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[cuom1999's solution](#)

1347.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · last AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[cuom1999's solution](#)

1348.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[cuom1999's solution](#)

1349.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[cuom1999's solution](#)

1350.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuom1999's solution](#)

1351.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities, trees

[cuom1999's solution](#)

1352.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[cuom1999's solution](#)

1353.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[cuom1999's solution](#)

1354.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[cuom1999's solution](#)

1355.

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

[cuom1999's solution](#)

1356.

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

[cuom1999's solution](#)

1357.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[cuom1999's solution](#)

1358.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[cuom1999's solution](#)

1359.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[cuom1999's solution](#)

1360.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[cuom1999's solution](#)

1361.

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

[cuom1999's solution](#)

1362.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[cuom1999's solution](#)

1363.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[cuom1999's solution](#)

1364.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[cuom1999's solution](#)

1365.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[cuom1999's solution](#)

1366.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cuom1999's solution](#)

1367.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[cuom1999's solution](#)

1368.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[cuom1999's solution](#)

1369.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[cuom1999's solution](#)

1370.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive
[cuom1999's solution](#)

1371.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[cuom1999's solution](#)

1372.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
[cuom1999's solution](#)

1373.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cuom1999's solution](#)

1374.

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
[cuom1999's solution](#)

1375.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs
[cuom1999's solution](#)

1376.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[cuom1999's solution](#)

1377.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[cuom1999's solution](#)

1378.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · last AC: 2018-11-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[cuom1999's solution](#)

1379.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-06 · last AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search
[cuom1999's solution](#)

1380.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[cuom1999's solution](#)

1381.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[cuom1999's solution](#)

1382.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[cuom1999's solution](#)

1383.

114E

[Double Happiness](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cuom1999's solution](#)

1384.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[cuom1999's solution](#)

1385.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · last AC: 2018-05-13 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[cuom1999's solution](#)

1386.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[cuom1999's solution](#)

1387.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, strings, trees

[cuom1999's solution](#)

1388.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[cuom1999's solution](#)

1389.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2018-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[cuom1999's solution](#)

1390.

906B

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

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

math

[cuom1999's solution](#)

1391.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[cuom1999's solution](#)

1392.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[cuom1999's solution](#)

1393.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cuom1999's solution](#)

1394.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2018-02-10 · last AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cuom1999's solution](#)

1395.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cuom1999's solution](#)

1396.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[cuom1999's solution](#)

1397.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[cuom1999's solution](#)

1398.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[cuom1999's solution](#)

1399.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[cuom1999's solution](#)

1400.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[cuom1999's solution](#)

1401.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[cuom1999's solution](#)

1402.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[cuom1999's solution](#)

1403.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cuom1999's solution](#)

1404.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[cuom1999's solution](#)

1405.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2020-01-10 · last AC: 2024-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[cuom1999's solution](#)

1406.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[cuom1999's solution](#)

1407.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[cuom1999's solution](#)

1408.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[cuom1999's solution](#)

1409.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[cuom1999's solution](#)

1410.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[cuom1999's solution](#)

1411.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[cuom1999's solution](#)

1412.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[cuom1999's solution](#)

1413.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[cuom1999's solution](#)

1414.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[cuom1999's solution](#)

1415.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[cuom1999's solution](#)

1416.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
[cuom1999's solution](#)

1417.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math
[cuom1999's solution](#)

1418.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[cuom1999's solution](#)

1419.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[cuom1999's solution](#)

1420.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
[cuom1999's solution](#)

1421.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[cuom1999's solution](#)

1422.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[cuom1999's solution](#)

1423.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[cuom1999's solution](#)

1424.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[cuom1999's solution](#)

1425.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[cuom1999's solution](#)

1426.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[cuom1999's solution](#)

1427.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[cuom1999's solution](#)

1428.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[cuom1999's solution](#)

1429.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[cuom1999's solution](#)

1430.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[cuom1999's solution](#)

1431.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[cuom1999's solution](#)

1432.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[cuom1999's solution](#)

1433.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[cuom1999's solution](#)

1434.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[cuom1999's solution](#)

1435.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[cuom1999's solution](#)

1436.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[cuom1999's solution](#)

1437.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuom1999's solution](#)

1438.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[cuom1999's solution](#)

1439.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[cuom1999's solution](#)

1440.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · last AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[cuom1999's solution](#)

1441.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[cuom1999's solution](#)

1442.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[cuom1999's solution](#)

1443.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[cuom1999's solution](#)

1444.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[cuom1999's solution](#)

1445.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[cuom1999's solution](#)

1446.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[cuom1999's solution](#)

1447.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[cuom1999's solution](#)

1448.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[cuom1999's solution](#)

1449.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[cuom1999's solution](#)

1450.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[cuom1999's solution](#)

1451.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[cuom1999's solution](#)

1452.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math
[cuom1999's solution](#)

1453.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[cuom1999's solution](#)

1454.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[cuom1999's solution](#)

1455.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[cuom1999's solution](#)

1456.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cuom1999's solution](#)

1457.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy
[cuom1999's solution](#)

1458.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers
[cuom1999's solution](#)

1459.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[cuom1999's solution](#)

1460.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings
[cuom1999's solution](#)

1461.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[cuom1999's solution](#)

1462.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-13 · last AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[cuom1999's solution](#)

1463.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-12 · last AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy
[cuom1999's solution](#)

1464.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-12 · last AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
[cuom1999's solution](#)

1465.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · last AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[cuom1999's solution](#)

1466.

1086C

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

Rating: 2300 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[cuom1999's solution](#)

1467.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[cuom1999's solution](#)

1468.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[cuom1999's solution](#)

1469.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[cuom1999's solution](#)

1470.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft
[cuom1999's solution](#)

1471.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[cuom1999's solution](#)

1472.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-07-30 · last AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math
[cuom1999's solution](#)

1473.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2018-07-25 · last AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[cuom1999's solution](#)

1474.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees
[cuom1999's solution](#)

1475.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2018-07-05 · last AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[cuom1999's solution](#)

1476.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-23 · last AC: 2018-05-23 · GNU C++11 (first AC) · Tags: hashing, strings
[cuom1999's solution](#)

1477.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[cuom1999's solution](#)

1478.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2018-02-28 · last AC: 2018-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[cuom1999's solution](#)

1479.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[cuom1999's solution](#)

1480.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-02-07 · last AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[cuom1999's solution](#)

1481.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cuom1999's solution](#)

1482.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[cuom1999's solution](#)

1483.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[cuom1999's solution](#)

1484.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory
[cuom1999's solution](#)

1485.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
[cuom1999's solution](#)

1486.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[cuom1999's solution](#)

1487.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuom1999's solution](#)

1488.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[cuom1999's solution](#)

1489.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[cuom1999's solution](#)

1490.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1491.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy,

implementation, shortest paths, sortings

[cuom1999's solution](#)

1492.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cuom1999's solution](#)

1493.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[cuom1999's solution](#)

1494.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[cuom1999's solution](#)

1495.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[cuom1999's solution](#)

1496.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[cuom1999's solution](#)

1497.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[cuom1999's solution](#)

1498.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[cuom1999's solution](#)

1499.

1817C

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Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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1500.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[cuom1999's solution](#)

1501.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[cuom1999's solution](#)

1502.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[cuom1999's solution](#)

1503.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

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1504.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[cuom1999's solution](#)

1505.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

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1506.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

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1507.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[cuom1999's solution](#)

1508.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuom1999's solution](#)

1509.

1632E1

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Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[cuom1999's solution](#)

1510.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[cuom1999's solution](#)

1511.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-08-13 · last AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[cuom1999's solution](#)

1512.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[cuom1999's solution](#)

1513.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[cuom1999's solution](#)

1514.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[cuom1999's solution](#)

1515.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[cuom1999's solution](#)

1516.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuom1999's solution](#)

1517.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[cuom1999's solution](#)

1518.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[cuom1999's solution](#)

1519.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[cuom1999's solution](#)

1520.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-28 · last AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[cuom1999's solution](#)

1521.

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-25 · last AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths

[cuom1999's solution](#)

1522.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · last AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[cuom1999's solution](#)

1523.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · last AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[cuom1999's solution](#)

1524.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[cuom1999's solution](#)

1525.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2020-01-07 · last AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, graphs

[cuom1999's solution](#)

1526.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[cuom1999's solution](#)

1527.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[cuom1999's solution](#)

1528.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[cuom1999's solution](#)

1529.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[cuom1999's solution](#)

1530.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[cuom1999's solution](#)

1531.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[cuom1999's solution](#)

1532.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[cuom1999's solution](#)

1533.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-22 · last AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[cuom1999's solution](#)

1534.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-13 · last AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[cuom1999's solution](#)

1535.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-12 · last AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[cuom1999's solution](#)

1536.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-13 · last AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[cuom1999's solution](#)

1537.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[cuom1999's solution](#)

1538.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[cuom1999's solution](#)

1539.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[cuom1999's solution](#)

1540.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[cuom1999's solution](#)

1541.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[cuom1999's solution](#)

1542.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[cuom1999's solution](#)

1543.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[cuom1999's solution](#)

1544.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[cuom1999's solution](#)

1545.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory

[cuom1999's solution](#)

1546.

1027F

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Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[cuom1999's solution](#)

1547.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[cuom1999's solution](#)

1548.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[cuom1999's solution](#)

1549.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-07-10 · last AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[cuom1999's solution](#)

1550.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

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1551.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-06 · last AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

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1552.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
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1553.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
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1554.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[cuom1999's solution](#)

1555.

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-03-19 · last AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[cuom1999's solution](#)

1556.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices
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1557.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2018-03-31 · last AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math
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1558.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
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1559.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2018-03-01 · last AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers
[cuom1999's solution](#)

1560.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · last AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[cuom1999's solution](#)

1561.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-10 · last AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[cuom1999's solution](#)

1562.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[cuom1999's solution](#)

1563.

606E

[Freelancer's Dreams](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

1564.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-02-05 · last AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[cuom1999's solution](#)

1565.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[cuom1999's solution](#)

1566.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[cuom1999's solution](#)

1567.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[cuom1999's solution](#)

1568.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[cuom1999's solution](#)

1569.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[cuom1999's solution](#)

1570.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[cuom1999's solution](#)

1571.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[cuom1999's solution](#)

1572.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[cuom1999's solution](#)

1573.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cuom1999's solution](#)

1574.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[cuom1999's solution](#)

1575.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[cuom1999's solution](#)

1576.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[cuom1999's solution](#)

1577.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[cuom1999's solution](#)

1578.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[cuom1999's solution](#)

1579.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[cuom1999's solution](#)

1580.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[cuom1999's solution](#)

1581.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[cuom1999's solution](#)

1582.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[cuom1999's solution](#)

1583.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[cuom1999's solution](#)

1584.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[cuom1999's solution](#)

1585.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[cuom1999's solution](#)

1586.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[cuom1999's solution](#)

1587.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · last AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[cuom1999's solution](#)

1588.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[cuom1999's solution](#)

1589.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[cuom1999's solution](#)

1590.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[cuom1999's solution](#)

1591.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2020-06-29 · last AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[cuom1999's solution](#)

1592.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[cuom1999's solution](#)

1593.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-10 · last AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[cuom1999's solution](#)

1594.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings
[cuom1999's solution](#)

1595.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft
[cuom1999's solution](#)

1596.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft
[cuom1999's solution](#)

1597.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · last AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings
[cuom1999's solution](#)

1598.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math, sortings
[cuom1999's solution](#)

1599.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[cuom1999's solution](#)

1600.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cuom1999's solution](#)

1601.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cuom1999's solution](#)

1602.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[cuom1999's solution](#)

1603.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cuom1999's solution](#)

1604.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[cuom1999's solution](#)

1605.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2018-12-28 · last AC: 2018-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[cuom1999's solution](#)

1606.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[cuom1999's solution](#)

1607.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[cuom1999's solution](#)

1608.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-10-04 · last AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[cuom1999's solution](#)

1609.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2018-02-01 · last AC: 2018-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cuom1999's solution](#)

1610.

998E

[Sky Full of Stars](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-07-02 · last AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cuom1999's solution](#)

1611.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[cuom1999's solution](#)

1612.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft
[cuom1999's solution](#)

1613.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation
[cuom1999's solution](#)

1614.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[cuom1999's solution](#)

1615.

957E

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1616.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
[cuom1999's solution](#)

1617.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
[cuom1999's solution](#)

1618.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[cuom1999's solution](#)

1619.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · last AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing
[cuom1999's solution](#)

1620.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[cuom1999's solution](#)

1621.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[cuom1999's solution](#)

1622.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[cuom1999's solution](#)

1623.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[cuom1999's solution](#)

1624.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[cuom1999's solution](#)

1625.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[cuom1999's solution](#)

1626.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[cuom1999's solution](#)

1627.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[cuom1999's solution](#)

1628.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · last AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
[cuom1999's solution](#)

1629.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[cuom1999's solution](#)

1630.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[cuom1999's solution](#)

1631.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[cuom1999's solution](#)

1632.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[cuom1999's solution](#)

1633.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[cuom1999's solution](#)

1634.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[cuom1999's solution](#)

1635.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[cuom1999's solution](#)

1636.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[cuom1999's solution](#)

1637.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[cuom1999's solution](#)

1638.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[cuom1999's solution](#)

1639.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[cuom1999's solution](#)

1640.

1345E

[Quantifier Question](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[cuom1999's solution](#)

1641.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cuom1999's solution](#)

1642.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[cuom1999's solution](#)

1643.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2020-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[cuom1999's solution](#)

1644.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[cuom1999's solution](#)

1645.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[cuom1999's solution](#)

1646.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[cuom1999's solution](#)

1647.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2019-06-05 · last AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[cuom1999's solution](#)

1648.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[cuom1999's solution](#)

1649.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[cuom1999's solution](#)

1650.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[cuom1999's solution](#)

1651.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cuom1999's solution](#)

1652.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2019-01-17 · last AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[cuom1999's solution](#)

1653.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuom1999's solution](#)

1654.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[cuom1999's solution](#)

1655.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2018-08-19 · last AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[cuom1999's solution](#)

1656.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[cuom1999's solution](#)

1657.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[cuom1999's solution](#)

1658.

975E

[Haq's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-12 · last AC: 2018-05-13 · GNU C++11 (first AC) · Tags: geometry

[cuom1999's solution](#)

1659.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: fft

[cuom1999's solution](#)

1660.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[cuom1999's solution](#)

1661.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[cuom1999's solution](#)

1662.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuom1999's solution](#)

1663.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[cuom1999's solution](#)

1664.

1782F

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

Rating: 2700 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[cuom1999's solution](#)

1665.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cuom1999's solution](#)

1666.

1642F

[Two Arrays](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, math, two pointers

[cuom1999's solution](#)

1667.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[cuom1999's solution](#)

1668.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[cuom1999's solution](#)

1669.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[cuom1999's solution](#)

1670.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[cuom1999's solution](#)

1671.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[cuom1999's solution](#)

1672.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2021-01-26 · last AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[cuom1999's solution](#)

1673.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[cuom1999's solution](#)

1674.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[cuom1999's solution](#)

1675.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[cuom1999's solution](#)

1676.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2019-09-15 · last AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat

[cuom1999's solution](#)

1677.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2019-07-30 · last AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[cuom1999's solution](#)

1678.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[cuom1999's solution](#)

1679.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2018-08-01 · last AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[cuom1999's solution](#)

1680.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[cuom1999's solution](#)

1681.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[cuom1999's solution](#)

1682.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[cuom1999's solution](#)

1683.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2018-03-10 · last AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[cuom1999's solution](#)

1684.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs
[cuom1999's solution](#)

1685.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math
[cuom1999's solution](#)

1686.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[cuom1999's solution](#)

1687.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cuom1999's solution](#)

1688.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1689.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities
[cuom1999's solution](#)

1690.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[cuom1999's solution](#)

1691.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees
[cuom1999's solution](#)

1692.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[cuom1999's solution](#)

1693.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cuom1999's solution](#)

1694.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[cuom1999's solution](#)

1695.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cuom1999's solution](#)

1696.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[cuom1999's solution](#)

1697.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[cuom1999's solution](#)

1698.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2020-01-13 · last AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[cuom1999's solution](#)

1699.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[cuom1999's solution](#)

1700.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[cuom1999's solution](#)

1701.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[cuom1999's solution](#)

1702.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cuom1999's solution](#)

1703.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[cuom1999's solution](#)

1704.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-06-01 · last AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[cuom1999's solution](#)

1705.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · last AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[cuom1999's solution](#)

1706.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[cuom1999's solution](#)

1707.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[cuom1999's solution](#)

1708.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[cuom1999's solution](#)

1709.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[cuom1999's solution](#)

1710.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[cuom1999's solution](#)

1711.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[cuom1999's solution](#)

1712.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[cuom1999's solution](#)

1713.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[cuom1999's solution](#)

1714.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cuom1999's solution](#)

1715.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-27 · last AC: 2020-01-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[cuom1999's solution](#)

1716.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[cuom1999's solution](#)

1717.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuom1999's solution](#)

1718.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-08-01 · last AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[cuom1999's solution](#)

1719.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[cuom1999's solution](#)

1720.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[cuom1999's solution](#)

1721.

955E

[Icicles](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2900 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

1722.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2018-03-04 · last AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[cuom1999's solution](#)

1723.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[cuom1999's solution](#)

1724.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[cuom1999's solution](#)

1725.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[cuom1999's solution](#)

1726.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry

[cuom1999's solution](#)

1727.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[cuom1999's solution](#)

1728.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[cuom1999's solution](#)

1729.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · last AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[cuom1999's solution](#)

1730.

859G

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

Quality: 189 global accepts · Rating: 3000 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuom1999's solution](#)

1731.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[cuom1999's solution](#)

1732.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2018-02-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[cuom1999's solution](#)

1733.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[cuom1999's solution](#)

1734.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths
[cuom1999's solution](#)

1735.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities
[cuom1999's solution](#)

1736.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-06-05 · last AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[cuom1999's solution](#)

1737.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, matrices
[cuom1999's solution](#)

1738.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: fft, math
[cuom1999's solution](#)

1739.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2019-03-31 · Python 3 (first AC) · Tags: interactive, math, number theory
[cuom1999's solution](#)

1740.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2018-06-05 · last AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[cuom1999's solution](#)

1741.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2018-01-09 · last AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cuom1999's solution](#)

1742.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
[cuom1999's solution](#)

1743.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings
[cuom1999's solution](#)

1744.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[cuom1999's solution](#)

1745.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[cuom1999's solution](#)

1746.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[cuom1999's solution](#)

1747.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: — · first AC: 2026-05-01 · last AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees
[cuom1999's solution](#)

1748.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[cuom1999's solution](#)

1749.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[cuom1999's solution](#)

1750.

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings
[cuom1999's solution](#)

1751.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[cuom1999's solution](#)

1752.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[cuom1999's solution](#)

1753.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[cuom1999's solution](#)

1754.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: *special, strings
[cuom1999's solution](#)

1755.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation
[cuom1999's solution](#)

1756.

105811F

[Night Ride](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuom1999's solution](#)

1757.

105811J

[Security Breach](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuom1999's solution](#)

1758.

105811E

[Cable Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuom1999's solution](#)

1759.

105811G

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuom1999's solution](#)

1760.

105811I

[Game, Set, Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuom1999's solution](#)

1761.

105811H

[Lineism](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuom1999's solution](#)

1762.

105811K

[Philadelphia Museum of Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuom1999's solution](#)

1763.

105811L

[Trapped in the Big Apple](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuom1999's solution](#)

1764.

105811M

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuom1999's solution](#)

1765.

105811D

[City Renewal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuom1999's solution](#)

1766.

105811B

[Card Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuom1999's solution](#)

1767.

105811A

[Fishy Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuom1999's solution](#)

1768.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1769.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1770.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1771.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1772.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1773.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1774.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1775.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1776.

105109K

[Sample Heat](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1777.

105109D

[Counting Records](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1778.

105109G

[Making Records](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1779.

105109C

[A Noteworthy Debut](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1780.

105109H

[Prefix Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1781.

105109I

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

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1782.

105109L

[Two Pizzas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1783.

105109F

[Lost in the Album Store](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1784.

105109B

[6th heaven](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1785.

105109E

[Is It Vinyl?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1786.

105109A

[Skipping Songs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1787.

105109J

[Record The Record Record](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1788.

104294N

[Portal Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuom1999's solution](#)

1789.

104294B

[Angel Beats](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuom1999's solution](#)

1790.

104294L

[My Hero Photographia](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuom1999's solution](#)

1791.

104294M

[Who Is a Titan?](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuom1999's solution](#)

1792.

104294I

[Snack Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuom1999's solution](#)

1793.

104294A

[Square Jutsu!](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuom1999's solution](#)

1794.

104294K

[Anime Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[cuom1999's solution](#)

1795.

104294G

[Howl's Moving Castle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuom1999's solution](#)

1796.

104294J

[3 Reasons to Eat Potato Chips](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuom1999's solution](#)

1797.

104294C

[Attack on Titans](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuom1999's solution](#)

1798.

104294E

[Monster-Slayer](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[cuom1999's solution](#)

1799.

104158I

[Drunk Coworker](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · last AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuom1999's solution](#)

1800.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · last AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuom1999's solution](#)

1801.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

1802.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

1803.

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: *special, strings

[cuom1999's solution](#)

1804.

1298B

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

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[cuom1999's solution](#)

1805.

1298A

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

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: *special, math

[cuom1999's solution](#)

1806.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · last AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

1807.

102219H

[Are You Safe?](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

1808.

102219F

[Military Class](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1809.

102219E

[Optimal Slots](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1810.

102219C

[I Don't Want To Pay For The Late Jar!](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1811.

102219K

[Help The Support Lady](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1812.

102219J

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1813.

102219I

[To Crash Or Not To Crash](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1814.

102219B

[SpongeBob SquarePants](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1815.

102219A

[Mental Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1816.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1817.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1818.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · last AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1819.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1820.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1821.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1822.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1823.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1824.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1825.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1826.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1827.

102433J

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1828.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1829.

102433H

[Pivoting Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1830.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1831.

102433F

[Carry Magician](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · PyPy 3 (first AC) · Tags: —
[cuom1999's solution](#)

1832.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1833.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1834.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1835.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1836.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1837.

102433C

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

Rating: — · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1838.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1839.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1840.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search
[cuom1999's solution](#)

1841.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation
[cuom1999's solution](#)

1842.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings
[cuom1999's solution](#)

1843.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[cuom1999's solution](#)

1844.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math
[cuom1999's solution](#)

1845.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-03 · last AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[cuom1999's solution](#)

1846.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-03 · last AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[cuom1999's solution](#)

1847.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1848.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuom1999's solution](#)

1849.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1850.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1851.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: —

[cuom1999's solution](#)

1852.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1853.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1854.

101532K

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

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1855.

101532J

[The Hell Boy](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1856.

101532H

[Corrupted Images](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1857.

101532I

[The Crazy Jumper](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1858.

101532G

[Magical Indices](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1859.

101532D

[Counting Test](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1860.

101532C

[Large Summation](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1861.

101532B

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

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuom1999's solution](#)

1862.

101532A

[Subarrays Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

1863.

101532E

[Game of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

1864.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

1865.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

1866.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

1867.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: —

[cuom1999's solution](#)

1868.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: —

[cuom1999's solution](#)

1869.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: —

[cuom1999's solution](#)

1870.

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: —

[cuom1999's solution](#)

1871.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-13 · GNU C++11 (first AC) · Tags: —

[cuom1999's solution](#)

1872.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[cuom1999's solution](#)

1873.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —

[cuom1999's solution](#)

1874.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —

[cuom1999's solution](#)

1875.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —

[cuom1999's solution](#)