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Unique solved — cxaphoenix

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1.

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45.

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57.

1743B

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58.

1712B

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60.

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68.

1614A

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69.

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74.

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77.

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1509A

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79.

1196A

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1626A

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83.

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85.

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86.

1372A

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87.

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88.

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89.

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90.

1454A

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92.

1343B

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93.

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94.

546A

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95.

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96.

1742B

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97.

1742A

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1731A

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99.

1744B

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100.

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101.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cxaphoenix's solution](#)

102.

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[cxaphoenix's solution](#)

103.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[cxaphoenix's solution](#)

104.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[cxaphoenix's solution](#)

105.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,006 global accepts · Rating: 800 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cxaphoenix's solution](#)

106.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[cxaphoenix's solution](#)

107.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cxaphoenix's solution](#)

108.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[cxaphoenix's solution](#)

109.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[cxaphoenix's solution](#)

110.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,425 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cxaphoenix's solution](#)

111.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[cxaphoenix's solution](#)

112.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cxaphoenix's solution](#)

113.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[cxaphoenix's solution](#)

114.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cxaphoenix's solution](#)

115.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[cxaphoenix's solution](#)

116.

1760B

[Atila's Favorite Problem](#) · [Tutorial](#)

Quality: 53,339 global accepts · Rating: 800 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[cxaphoenix's solution](#)

117.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,935 global accepts · Rating: 800 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[cxaphoenix's solution](#)

118.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[cxaphoenix's solution](#)

119.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,156 global accepts · Rating: 800 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[cxaphoenix's solution](#)

120.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cxaphoenix's solution](#)

121.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[cxaphoenix's solution](#)

122.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[cxaphoenix's solution](#)

123.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[cxaphoenix's solution](#)

124.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[cxaphoenix's solution](#)

125.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[cxaphoenix's solution](#)

126.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cxaphoenix's solution](#)

127.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[cxaphoenix's solution](#)

128.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[cxaphoenix's solution](#)

129.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cxaphoenix's solution](#)

130.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[cxaphoenix's solution](#)

131.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

132.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

133.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cxaphoenix's solution](#)

134.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,630 global accepts · Rating: 800 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cxaphoenix's solution](#)

135.

1520A

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

Quality: 58,455 global accepts · Rating: 800 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cxaphoenix's solution](#)

136.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[cxaphoenix's solution](#)

137.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cxaphoenix's solution](#)

138.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[cxaphoenix's solution](#)

139.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[cxaphoenix's solution](#)

140.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[cxaphoenix's solution](#)

141.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cxaphoenix's solution](#)

142.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[cxaphoenix's solution](#)

143.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[cxaphoenix's solution](#)

144.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[cxaphoenix's solution](#)

145.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[cxaphoenix's solution](#)

146.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[cxaphoenix's solution](#)

147.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[cxaphoenix's solution](#)

148.

1499A

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

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms,

math

[cxaphoenix's solution](#)

149.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cxaphoenix's solution](#)

150.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,027 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[cxaphoenix's solution](#)

151.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[cxaphoenix's solution](#)

152.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cxaphoenix's solution](#)

153.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[cxaphoenix's solution](#)

154.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[cxaphoenix's solution](#)

155.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cxaphoenix's solution](#)

156.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[cxaphoenix's solution](#)

157.

1455A

[Strange Functions](#) · [Tutorial](#)

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[cxaphoenix's solution](#)

158.

1305A

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

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

159.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cxaphoenix's solution](#)

160.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[cxaphoenix's solution](#)

161.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,702 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[cxaphoenix's solution](#)

162.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cxaphoenix's solution](#)

163.

1296A

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

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[cxaphoenix's solution](#)

164.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[cxaphoenix's solution](#)

165.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[cxaphoenix's solution](#)

166.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[cxaphoenix's solution](#)

167.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

168.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math
[cxaphoenix's solution](#)

169.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxaphoenix's solution](#)

170.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,091 global accepts · Rating: 800 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxaphoenix's solution](#)

171.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxaphoenix's solution](#)

172.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[cxaphoenix's solution](#)

173.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

174.

822A

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

Quality: 36,807 global accepts · Rating: 800 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[cxaphoenix's solution](#)

175.

821A

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

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxaphoenix's solution](#)

176.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 800 · first AC: 2017-06-20 · GNU C++ (first AC) · Tags: implementation, strings

[cxaphoenix's solution](#)

177.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cxaphoenix's solution](#)

178.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,206 global accepts · Rating: 800 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: implementation, strings

[cxaphoenix's solution](#)

179.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,831 global accepts · Rating: 800 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[cxaphoenix's solution](#)

180.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: math

[cxaphoenix's solution](#)

181.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

182.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

183.

723A

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

Quality: 100,710 global accepts · Rating: 800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[cxaphoenix's solution](#)

184.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

185.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2016-10-02 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[cxaphoenix's solution](#)

186.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

187.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

188.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

189.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,506 global accepts · Rating: 800 · first AC: 2016-07-27 · last AC: 2016-09-29 · GNU C++11 (first AC) · Tags: number theory

[cxaphoenix's solution](#)

190.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

191.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

192.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[cxaphoenix's solution](#)

193.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

194.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,582 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

195.

472A

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

Quality: 70,770 global accepts · Rating: 800 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

196.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[cxaphoenix's solution](#)

197.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,415 global accepts · Rating: 800 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

198.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

199.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

200.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

201.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[cxaphoenix's solution](#)

202.

443A

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

Quality: 112,038 global accepts · Rating: 800 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

203.

266B

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

Quality: 166,073 global accepts · Rating: 800 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[cxaphoenix's solution](#)

204.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[cxaphoenix's solution](#)

205.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

206.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math

[cxaphoenix's solution](#)

207.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

208.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

209.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[cxaphoenix's solution](#)

210.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

211.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,120 global accepts · Rating: 800 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: math

[cxaphoenix's solution](#)

212.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

213.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,437 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

214.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[cxaphoenix's solution](#)

215.

581A

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

Quality: 84,954 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math
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216.

16A

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Quality: 17,252 global accepts · Rating: 800 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: implementation
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217.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 800 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

218.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,425 global accepts · Rating: 800 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

219.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,668 global accepts · Rating: 800 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: math, probabilities
[cxaphoenix's solution](#)

220.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: brute force, math
[cxaphoenix's solution](#)

221.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[cxaphoenix's solution](#)

222.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[cxaphoenix's solution](#)

223.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cxaphoenix's solution](#)

224.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[cxaphoenix's solution](#)

225.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cxaphoenix's solution](#)

226.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cxaphoenix's solution](#)

227.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cxaphoenix's solution](#)

228.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cxaphoenix's solution](#)

229.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[cxaphoenix's solution](#)

230.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cxaphoenix's solution](#)

231.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 900 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[cxaphoenix's solution](#)

232.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cxaphoenix's solution](#)

233.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[cxaphoenix's solution](#)

234.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[cxaphoenix's solution](#)

235.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[cxaphoenix's solution](#)

236.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[cxaphoenix's solution](#)

237.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
[cxaphoenix's solution](#)

238.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[cxaphoenix's solution](#)

239.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cxaphoenix's solution](#)

240.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,472 global accepts · Rating: 900 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[cxaphoenix's solution](#)

241.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[cxaphoenix's solution](#)

242.

1291A

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

Quality: 20,683 global accepts · Rating: 900 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[cxaphoenix's solution](#)

243.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[cxaphoenix's solution](#)

244.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cxaphoenix's solution](#)

245.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

246.

1080B

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

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math
[cxaphoenix's solution](#)

247.

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

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248.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[cxaphoenix's solution](#)

249.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 900 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxaphoenix's solution](#)

250.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

251.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[cxaphoenix's solution](#)

252.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[cxaphoenix's solution](#)

253.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: greedy

[cxaphoenix's solution](#)

254.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: implementation, strings

[cxaphoenix's solution](#)

255.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[cxaphoenix's solution](#)

256.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,748 global accepts · Rating: 900 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: number theory

[cxaphoenix's solution](#)

257.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

258.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,961 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

259.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[cxaphoenix's solution](#)

260.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

261.

313A

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

Quality: 65,037 global accepts · Rating: 900 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: implementation, number theory

[cxaphoenix's solution](#)

262.

199A

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

Quality: 30,288 global accepts · Rating: 900 · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[cxaphoenix's solution](#)

263.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[cxaphoenix's solution](#)

264.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cxaphoenix's solution](#)

265.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

266.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

267.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,215 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: math

[cxaphoenix's solution](#)

268.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy

[cxaphoenix's solution](#)

269.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

270.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: greedy, implementation

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271.

572A

[Arrays](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

272.

580A

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[cxaphoenix's solution](#)

273.

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[cxaphoenix's solution](#)

274.

10A

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Quality: 8,346 global accepts · Rating: 900 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

275.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,847 global accepts · Rating: 900 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: brute force, geometry

[cxaphoenix's solution](#)

276.

2037C

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Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cxaphoenix's solution](#)

277.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[cxaphoenix's solution](#)

278.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

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279.

1913B

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Quality: 51,244 global accepts · Rating: 1000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: strings

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280.

1930B

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Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

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281.

1916B

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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

[cxaphoenix's solution](#)

282.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[cxaphoenix's solution](#)

283.

1876A

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

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cxaphoenix's solution](#)

284.

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

[cxaphoenix's solution](#)

285.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cxaphoenix's solution](#)

286.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[cxaphoenix's solution](#)

287.

1419D1

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

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[cxaphoenix's solution](#)

288.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cxaphoenix's solution](#)

289.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[cxaphoenix's solution](#)

290.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,093 global accepts · Rating: 1000 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[cxaphoenix's solution](#)

291.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,539 global accepts · Rating: 1000 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[cxaphoenix's solution](#)

292.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cxaphoenix's solution](#)

293.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cxaphoenix's solution](#)

294.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

295.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cxaphoenix's solution](#)

296.

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[cxaphoenix's solution](#)

297.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,604 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cxaphoenix's solution](#)

298.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxaphoenix's solution](#)

299.

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cxaphoenix's solution](#)

300.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[cxaphoenix's solution](#)

301.

1506C

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

Quality: 35,623 global accepts · Rating: 1000 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[cxaphoenix's solution](#)

302.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[cxaphoenix's solution](#)

303.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[cxaphoenix's solution](#)

304.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[cxaphoenix's solution](#)

305.

1474B

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

Quality: 40,324 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[cxaphoenix's solution](#)

306.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[cxaphoenix's solution](#)

307.

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[cxaphoenix's solution](#)

308.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[cxaphoenix's solution](#)

309.

1245A

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

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

310.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxaphoenix's solution](#)

311.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cxaphoenix's solution](#)

312.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[cxaphoenix's solution](#)

313.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cxaphoenix's solution](#)

314.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[cxaphoenix's solution](#)

315.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[cxaphoenix's solution](#)

316.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[cxaphoenix's solution](#)

317.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[cxaphoenix's solution](#)

318.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

319.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

320.

727A

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

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2016-10-21 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math
[cxaphoenix's solution](#)

321.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: dp, greedy
[cxaphoenix's solution](#)

322.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,835 global accepts · Rating: 1000 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

323.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: games, greedy
[cxaphoenix's solution](#)

324.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

325.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: implementation, math
[cxaphoenix's solution](#)

326.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: implementation, math
[cxaphoenix's solution](#)

327.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: sortings
[cxaphoenix's solution](#)

328.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

329.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

330.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2016-07-27 · GNU C++11 (first AC) · Tags: brute force, number theory
[cxaphoenix's solution](#)

331.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

332.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[cxaphoenix's solution](#)

333.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[cxaphoenix's solution](#)

334.

680B

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

Quality: 26,242 global accepts · Rating: 1000 · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[cxaphoenix's solution](#)

335.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,581 global accepts · Rating: 1000 · first AC: 2016-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[cxaphoenix's solution](#)

336.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[cxaphoenix's solution](#)

337.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

338.

669B

[Little Artem and Grasshopper](#) · [Tutorial](#)

Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

339.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: implementation, math
[cxaphoenix's solution](#)

340.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[cxaphoenix's solution](#)

341.

357A

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

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[cxaphoenix's solution](#)

342.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[cxaphoenix's solution](#)

343.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, implementation
[cxaphoenix's solution](#)

344.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,554 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math
[cxaphoenix's solution](#)

345.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,915 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math
[cxaphoenix's solution](#)

346.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

347.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: implementation, sortings
[cxaphoenix's solution](#)

348.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math
[cxaphoenix's solution](#)

349.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

350.

577A

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

Quality: 45,283 global accepts · Rating: 1000 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: implementation, number theory
[cxaphoenix's solution](#)

351.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 1000 · first AC: 2015-09-27 · GNU C++11 (first AC) · Tags: bitmasks
[cxaphoenix's solution](#)

352.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2015-08-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[cxaphoenix's solution](#)

353.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: implementation, math
[cxaphoenix's solution](#)

354.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: implementation
[cxaphoenix's solution](#)

355.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,142 global accepts · Rating: 1000 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[cxaphoenix's solution](#)

356.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2015-07-16 · GNU C++11 (first AC) · Tags: math

[cxaphoenix's solution](#)

357.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cxaphoenix's solution](#)

358.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[cxaphoenix's solution](#)

359.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[cxaphoenix's solution](#)

360.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cxaphoenix's solution](#)

361.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[cxaphoenix's solution](#)

362.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[cxaphoenix's solution](#)

363.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

364.

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

[cxaphoenix's solution](#)

365.

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

[cxaphoenix's solution](#)

366.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[cxaphoenix's solution](#)

367.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers
[cxaphoenix's solution](#)

368.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cxaphoenix's solution](#)

369.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cxaphoenix's solution](#)

370.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[cxaphoenix's solution](#)

371.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,104 global accepts · Rating: 1100 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[cxaphoenix's solution](#)

372.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cxaphoenix's solution](#)

373.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths
[cxaphoenix's solution](#)

374.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[cxaphoenix's solution](#)

375.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[cxaphoenix's solution](#)

376.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[cxaphoenix's solution](#)

377.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[cxaphoenix's solution](#)

378.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[cxaphoenix's solution](#)

379.

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[cxaphoenix's solution](#)

380.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cxaphoenix's solution](#)

381.

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cxaphoenix's solution](#)

382.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,400 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[cxaphoenix's solution](#)

383.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[cxaphoenix's solution](#)

384.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[cxaphoenix's solution](#)

385.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

386.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[cxaphoenix's solution](#)

387.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[cxaphoenix's solution](#)

388.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cxaphoenix's solution](#)

389.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxaphoenix's solution](#)

390.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxaphoenix's solution](#)

391.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cxaphoenix's solution](#)

392.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math
[cxaphoenix's solution](#)

393.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-30 · last AC: 2017-03-30 · GNU C++ (first AC) · Tags: implementation, math
[cxaphoenix's solution](#)

394.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: brute force, greedy
[cxaphoenix's solution](#)

395.

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[cxaphoenix's solution](#)

396.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: greedy, sortings
[cxaphoenix's solution](#)

397.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings
[cxaphoenix's solution](#)

398.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings

[cxaphoenix's solution](#)

399.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

400.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: math

[cxaphoenix's solution](#)

401.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: combinatorics, math

[cxaphoenix's solution](#)

402.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: implementation, strings

[cxaphoenix's solution](#)

403.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,145 global accepts · Rating: 1100 · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

404.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,392 global accepts · Rating: 1100 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

405.

706B

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

Quality: 84,437 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[cxaphoenix's solution](#)

406.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math

[cxaphoenix's solution](#)

407.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[cxaphoenix's solution](#)

408.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[cxaphoenix's solution](#)

409.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[cxaphoenix's solution](#)

410.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[cxaphoenix's solution](#)

411.

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[cxaphoenix's solution](#)

412.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[cxaphoenix's solution](#)

413.

300A

[Array](#) · [Tutorial](#)

Quality: 27,212 global accepts · Rating: 1100 · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[cxaphoenix's solution](#)

414.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2016-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[cxaphoenix's solution](#)

415.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[cxaphoenix's solution](#)

416.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[cxaphoenix's solution](#)

417.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[cxaphoenix's solution](#)

418.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: geometry, math

[cxaphoenix's solution](#)

419.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: greedy, implementation

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420.

355A

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Quality: 9,838 global accepts · Rating: 1100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
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421.

633A

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422.

629B

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423.

349A

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424.

347B

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425.

602A

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Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: brute force, implementation
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426.

596B

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Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation
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427.

596A

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

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428.

557A

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429.

558A

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430.

570A

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431.

581B

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432.

7A

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433.

2050C

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434.

2041E

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Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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435.

2041B

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Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
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436.

2046A

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437.

1987C

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438.

1951B

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Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
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439.

1909B

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Quality: 30,959 global accepts · Rating: 1200 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
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440.

1935B

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Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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441.

1916C

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greedy, implementation, math

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442.

1870B

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

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443.

546B

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Quality: 18,608 global accepts · Rating: 1200 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[cxaphoenix's solution](#)

444.

1742E

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Quality: 38,619 global accepts · Rating: 1200 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[cxaphoenix's solution](#)

445.

1744D

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

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[cxaphoenix's solution](#)

446.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[cxaphoenix's solution](#)

447.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: games

[cxaphoenix's solution](#)

448.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cxaphoenix's solution](#)

449.

1594C

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Quality: 28,336 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[cxaphoenix's solution](#)

450.

1578E

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Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

451.

1553C

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Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[cxaphoenix's solution](#)

452.

1530C

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Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[cxaphoenix's solution](#)

453.

1541B

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Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[cxaphoenix's solution](#)

454.

1539C

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Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cxaphoenix's solution](#)

455.

1536B

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Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[cxaphoenix's solution](#)

456.

1510K

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Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[cxaphoenix's solution](#)

457.

1497C1

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Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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458.

1497B

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Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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459.

1495A

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Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[cxaphoenix's solution](#)

460.

1491B

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461.

1485B

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462.

1490D

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Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

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463.

1487B

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Quality: 28,686 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

464.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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465.

1305B

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

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

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466.

1294B

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Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[cxaphoenix's solution](#)

467.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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468.

1245B

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Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

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469.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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470.

1017B

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Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

471.

895A

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Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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472.

875A

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Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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473.

812A

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Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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474.

817A

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475.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-06-20 · GNU C++ (first AC) · Tags: greedy, sortings
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476.

794B

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Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
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477.

749B

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Quality: 8,933 global accepts · Rating: 1200 · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry
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478.

776B

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479.

779C

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480.

725B

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481.

732C

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482.

683A

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483.

632A

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484.

660A

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[cxaphoenix's solution](#)

485.

722B

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Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

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486.

630R

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487.

630B

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[cxaphoenix's solution](#)

488.

717C

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489.

714B

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490.

709C

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491.

701B

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492.

456B

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[cxaphoenix's solution](#)

493.

690D1

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Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

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494.

264A

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implementation, two pointers

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495.

631B

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Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

496.

4B

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Quality: 29,472 global accepts · Rating: 1200 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[cxaphoenix's solution](#)

497.

379B

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Quality: 7,613 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

498.

482A

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Quality: 10,258 global accepts · Rating: 1200 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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499.

659C

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Quality: 11,960 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[cxaphoenix's solution](#)

500.

658B

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Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

501.

361B

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Quality: 8,797 global accepts · Rating: 1200 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[cxaphoenix's solution](#)

502.

353A

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[cxaphoenix's solution](#)

503.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[cxaphoenix's solution](#)

504.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[cxaphoenix's solution](#)

505.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: implementation

[cxaphoenix's solution](#)

506.

344B

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Quality: 9,591 global accepts · Rating: 1200 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: brute force, graphs, math

[cxaphoenix's solution](#)

507.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[cxaphoenix's solution](#)

508.

560B

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Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

509.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: greedy, math

[cxaphoenix's solution](#)

510.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[cxaphoenix's solution](#)

511.

574A

[Bear and Elections](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[cxaphoenix's solution](#)

512.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: implementation, sortings

[cxaphoenix's solution](#)

513.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: strings

[cxaphoenix's solution](#)

514.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[cxaphoenix's solution](#)

515.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[cxaphoenix's solution](#)

516.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings
[cxaphoenix's solution](#)

517.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,293 global accepts · Rating: 1300 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[cxaphoenix's solution](#)

518.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[cxaphoenix's solution](#)

519.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[cxaphoenix's solution](#)

520.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[cxaphoenix's solution](#)

521.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[cxaphoenix's solution](#)

522.

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
[cxaphoenix's solution](#)

523.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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524.

1870C

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525.

1868A

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Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
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526.

1864C

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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
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527.

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
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528.

1819A

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Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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529.

1810C

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Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
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530.

1279B

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Quality: 14,415 global accepts · Rating: 1300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
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531.

545D

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Quality: 29,517 global accepts · Rating: 1300 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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532.

1766C

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Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
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533.

1774C

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Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
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534.

1615B

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Quality: 17,914 global accepts · Rating: 1300 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
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535.

1603A

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536.

1594E1

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537.

1553B

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Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

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538.

1538C

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539.

1498B

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540.

1493B

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541.

1446A

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[cxaphoenix's solution](#)

542.

1322A

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Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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543.

1307B

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544.

1291B

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545.

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546.

1119B

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[cxaphoenix's solution](#)

547.

897B

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

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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548.

862B

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549.

821B

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Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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550.

814B

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551.

808B

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Quality: 14,871 global accepts · Rating: 1300 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
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552.

777B

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Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings
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553.

730H

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Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
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554.

653B

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Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings
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555.

236B

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Quality: 16,946 global accepts · Rating: 1300 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: implementation, number theory
[cxaphoenix's solution](#)

556.

371B

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[cxaphoenix's solution](#)

557.

271B

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558.

515B

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Quality: 7,763 global accepts · Rating: 1300 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

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559.

628C

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560.

628B

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561.

665C

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562.

722A

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563.

707B

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630F

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566.

716B

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567.

158D

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568.

230B

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569.

519C

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570.

690F1

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571.

690C1

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572.

330B

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573.

509B

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574.

681B

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[cxaphoenix's solution](#)

575.

478B

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[cxaphoenix's solution](#)

576.

670C

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577.

659B

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578.

352B

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579.

626B

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580.

633B

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Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
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581.

625C

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582.

617B

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583.

621B

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584.

611B

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585.

610B

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586.

347A

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587.

598B

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588.

586B

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589.

558B

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590.

567B

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591.

570B

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592.

572B

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593.

574C

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Rating: 1300 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: math, number theory

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594.

579B

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595.

1970C1

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596.

1967B1

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597.

1967A

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Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

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598.

1965A

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599.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

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600.

1909C

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Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

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601.

1919C

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602.

1893A

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603.

1895C

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604.

1887A1

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605.

1863D

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606.

1854A1

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[cxaphoenix's solution](#)

607.

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

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608.

1830A

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609.

1824A

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610.

1279C

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Quality: 12,435 global accepts · Rating: 1400 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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611.

550B

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[cxaphoenix's solution](#)

612.

546C

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613.

1749C

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Quality: 15,730 global accepts · Rating: 1400 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[cxaphoenix's solution](#)

614.

1758C

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Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[cxaphoenix's solution](#)

615.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[cxaphoenix's solution](#)

616.

1771B

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Quality: 21,331 global accepts · Rating: 1400 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
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617.

1772D

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Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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618.

1762C

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Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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619.

1773E

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Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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620.

1740C

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Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games,

greedy, sortings

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621.

1750C

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Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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622.

1748B

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623.

1548A

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624.

1540A

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Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

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625.

1535C

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Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

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626.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

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627.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

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628.

1506D

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Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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629.

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

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630.

1490E

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Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
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631.

1303B

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Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math
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632.

1292A

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Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
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633.

1284B

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

634.

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
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635.

1251B

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Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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636.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
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637.

816B

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Quality: 27,372 global accepts · Rating: 1400 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
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638.

802J1

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639.

808C

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Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
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640.

799B

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Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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641.

804B

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Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[cxaphoenix's solution](#)

642.

514B

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Quality: 22,627 global accepts · Rating: 1400 · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[cxaphoenix's solution](#)

643.

507B

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Quality: 26,684 global accepts · Rating: 1400 · first AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[cxaphoenix's solution](#)

644.

683D

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Quality: 385 global accepts · Rating: 1400 · first AC: 2016-10-11 · Kotlin 1.4 (first AC) · Tags: *special, math

[cxaphoenix's solution](#)

645.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[cxaphoenix's solution](#)

646.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,346 global accepts · Rating: 1400 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[cxaphoenix's solution](#)

647.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

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648.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

649.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: brute force

[cxaphoenix's solution](#)

650.

689A

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Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[cxaphoenix's solution](#)

651.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: brute force, sortings
[cxaphoenix's solution](#)

652.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: implementation, math
[cxaphoenix's solution](#)

653.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: combinatorics, math
[cxaphoenix's solution](#)

654.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: data structures, implementation
[cxaphoenix's solution](#)

655.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: greedy
[cxaphoenix's solution](#)

656.

711B

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

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[cxaphoenix's solution](#)

657.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation, math
[cxaphoenix's solution](#)

658.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp
[cxaphoenix's solution](#)

659.

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2016-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[cxaphoenix's solution](#)

660.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[cxaphoenix's solution](#)

661.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
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662.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[cxaphoenix's solution](#)

663.

677B

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Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

664.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[cxaphoenix's solution](#)

665.

675B

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Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[cxaphoenix's solution](#)

666.

670D1

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[cxaphoenix's solution](#)

667.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[cxaphoenix's solution](#)

668.

358A

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Quality: 8,141 global accepts · Rating: 1400 · first AC: 2016-03-22 · last AC: 2016-03-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[cxaphoenix's solution](#)

669.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,550 global accepts · Rating: 1400 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

670.

614B

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Quality: 7,294 global accepts · Rating: 1400 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

671.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: binary search, greedy

[cxaphoenix's solution](#)

672.

602B

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Quality: 12,073 global accepts · Rating: 1400 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[cxaphoenix's solution](#)

673.

581C

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Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[cxaphoenix's solution](#)

674.

2049C

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Quality: 13,640 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[cxaphoenix's solution](#)

675.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[cxaphoenix's solution](#)

676.

1949B

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Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

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677.

1924A

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Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

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678.

1876B

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679.

1842C

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[cxaphoenix's solution](#)

680.

1817A

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Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[cxaphoenix's solution](#)

681.

1473C

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Quality: 13,414 global accepts · Rating: 1500 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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682.

1646C

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Quality: 19,515 global accepts · Rating: 1500 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[cxaphoenix's solution](#)

683.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cxaphoenix's solution](#)

684.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math
[cxaphoenix's solution](#)

685.

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[cxaphoenix's solution](#)

686.

1630A

[And Matching](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

687.

1368C

[Even Picture](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

688.

1419D2

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689.

1426D

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690.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
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691.

1400C

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Quality: 18,504 global accepts · Rating: 1500 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
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692.

1372C

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Quality: 19,091 global accepts · Rating: 1500 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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693.

1399D

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

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cxaphoenix's solution](#)

694.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

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695.

550C

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Quality: 32,133 global accepts · Rating: 1500 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[cxaphoenix's solution](#)

696.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[cxaphoenix's solution](#)

697.

545C

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Quality: 32,865 global accepts · Rating: 1500 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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698.

1744E1

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

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[cxaphoenix's solution](#)

699.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

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700.

1759E

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Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

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701.

1767D

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Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[cxaphoenix's solution](#)

702.

1774B

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703.

1765N

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Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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704.

1765K

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Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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705.

1760F

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Quality: 14,786 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

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706.

1575J

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Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

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707.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[cxaphoenix's solution](#)

708.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[cxaphoenix's solution](#)

709.

1542B

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Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[cxaphoenix's solution](#)

710.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[cxaphoenix's solution](#)

711.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[cxaphoenix's solution](#)

712.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

713.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

714.

1499C

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

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[cxaphoenix's solution](#)

715.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[cxaphoenix's solution](#)

716.

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[cxaphoenix's solution](#)

717.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[cxaphoenix's solution](#)

718.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[cxaphoenix's solution](#)

719.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[cxaphoenix's solution](#)

720.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[cxaphoenix's solution](#)

721.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

722.

1218F

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Quality: 3,192 global accepts · Rating: 1500 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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723.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[cxaphoenix's solution](#)

724.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
[cxaphoenix's solution](#)

725.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[cxaphoenix's solution](#)

726.

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cxaphoenix's solution](#)

727.

1296C

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

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[cxaphoenix's solution](#)

728.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings
[cxaphoenix's solution](#)

729.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[cxaphoenix's solution](#)

730.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cxaphoenix's solution](#)

731.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math
[cxaphoenix's solution](#)

732.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[cxaphoenix's solution](#)

733.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[cxaphoenix's solution](#)

734.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cxaphoenix's solution](#)

735.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cxaphoenix's solution](#)

736.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[cxaphoenix's solution](#)

737.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[cxaphoenix's solution](#)

738.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[cxaphoenix's solution](#)

739.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[cxaphoenix's solution](#)

740.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[cxaphoenix's solution](#)

741.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[cxaphoenix's solution](#)

742.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: greedy

[cxaphoenix's solution](#)

743.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-10-02 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[cxaphoenix's solution](#)

744.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-10-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[cxaphoenix's solution](#)

745.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

746.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[cxaphoenix's solution](#)

747.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

748.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[cxaphoenix's solution](#)

749.

701C

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

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[cxaphoenix's solution](#)

750.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[cxaphoenix's solution](#)

751.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[cxaphoenix's solution](#)

752.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[cxaphoenix's solution](#)

753.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[cxaphoenix's solution](#)

754.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2016-06-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[cxaphoenix's solution](#)

755.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2016-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[cxaphoenix's solution](#)

756.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

757.

414A

[Mashmokh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2016-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[cxaphoenix's solution](#)

758.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[cxaphoenix's solution](#)

759.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2016-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[cxaphoenix's solution](#)

760.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[cxaphoenix's solution](#)

761.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,388 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[cxaphoenix's solution](#)

762.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[cxaphoenix's solution](#)

763.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: brute force, strings

[cxaphoenix's solution](#)

764.

357C

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

Rating: 1500 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: data structures

[cxaphoenix's solution](#)

765.

355C

[Vasya and Robot](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: brute force, dp

[cxaphoenix's solution](#)

766.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[cxaphoenix's solution](#)

767.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[cxaphoenix's solution](#)

768.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings

[cxaphoenix's solution](#)

769.

588C

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

Rating: 1500 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: —

[cxaphoenix's solution](#)

770.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[cxaphoenix's solution](#)

771.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[cxaphoenix's solution](#)

772.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

773.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[cxaphoenix's solution](#)

774.

577C

[Vasya and Petya's Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: implementation, number theory

[cxaphoenix's solution](#)

775.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,921 global accepts · Rating: 1500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers
[cxaphoenix's solution](#)

776.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,459 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[cxaphoenix's solution](#)

777.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,224 global accepts · Rating: 1500 · first AC: 2015-07-20 · GNU C++11 (first AC) · Tags: hashing, implementation
[cxaphoenix's solution](#)

778.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[cxaphoenix's solution](#)

779.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[cxaphoenix's solution](#)

780.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers
[cxaphoenix's solution](#)

781.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cxaphoenix's solution](#)

782.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

783.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[cxaphoenix's solution](#)

784.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[cxaphoenix's solution](#)

785.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2023-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp,

greedy, hashing, implementation, string suffix structures, strings, two pointers

[cxaphoenix's solution](#)

786.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[cxaphoenix's solution](#)

787.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

788.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[cxaphoenix's solution](#)

789.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[cxaphoenix's solution](#)

790.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[cxaphoenix's solution](#)

791.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[cxaphoenix's solution](#)

792.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[cxaphoenix's solution](#)

793.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[cxaphoenix's solution](#)

794.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[cxaphoenix's solution](#)

795.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

796.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[cxaphoenix's solution](#)

797.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[cxaphoenix's solution](#)

798.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory

[cxaphoenix's solution](#)

799.

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[cxaphoenix's solution](#)

800.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cxaphoenix's solution](#)

801.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cxaphoenix's solution](#)

802.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[cxaphoenix's solution](#)

803.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[cxaphoenix's solution](#)

804.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

805.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[cxaphoenix's solution](#)

806.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[cxaphoenix's solution](#)

807.

1305C

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

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[cxaphoenix's solution](#)

808.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[cxaphoenix's solution](#)

809.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[cxaphoenix's solution](#)

810.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[cxaphoenix's solution](#)

811.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[cxaphoenix's solution](#)

812.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[cxaphoenix's solution](#)

813.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[cxaphoenix's solution](#)

814.

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[cxaphoenix's solution](#)

815.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[cxaphoenix's solution](#)

816.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[cxaphoenix's solution](#)

817.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

818.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cxaphoenix's solution](#)

819.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[cxaphoenix's solution](#)

820.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cxaphoenix's solution](#)

821.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[cxaphoenix's solution](#)

822.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cxaphoenix's solution](#)

823.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cxaphoenix's solution](#)

824.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cxaphoenix's solution](#)

825.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[cxaphoenix's solution](#)

826.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[cxaphoenix's solution](#)

827.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxaphoenix's solution](#)

828.

822C

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

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[cxaphoenix's solution](#)

829.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[cxaphoenix's solution](#)

830.

817C

[Really Big Numbers](#) · [Tutorial](#)

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831.

793B

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832.

178B2

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833.

178B1

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834.

789C

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835.

788A

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781A

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730G

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840.

725C

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841.

727B

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842.

731C

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683C

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597A

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846.

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847.

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848.

568A

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849.

235A

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850.

618C

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852.

723C

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660C

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855.

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678B

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871.

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344D

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574D

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2029C

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2006A

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1970C2

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1942C2

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1810D

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1760G

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1594D

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1557C

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918.

1543D1

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919.

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920.

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925.

1314A

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1261A

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933.

895B

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850A

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833A

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937.

827A

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818D

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813C

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940.

815A

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941.

789B

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942.

779D

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943.

732D

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622C

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632C

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678D

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689C

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718A

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711C

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698B

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955.

690B1

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956.

493D

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484A

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959.

670E

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361C

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961.

625A

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617D

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963.

621C

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964.

606D

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Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: graphs
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965.

349B

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966.

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598D

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968.

586D

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Rating: 1700 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
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969.

584C

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567D

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567C

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583C

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579C

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975.

2006B

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977.

1965B

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1930D1

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1870D

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983.

1852B

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984.

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1759F

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1750D

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1637D

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1296E1

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1290B

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1010.

1295D

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1011.

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1286A

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1013.

1261B2

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1246B

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1119D

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1129A2

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1018.

830A

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1019.

827B

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1020.

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1021.

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1022.

802A2

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1023.

802A1

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1024.

471D

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1025.

799C

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794C

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1027.

178B3

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1028.

800A

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Rating: 1800 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[cxaphoenix's solution](#)

1029.

800B

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Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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1030.

776C

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Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

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1031.

777D

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Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[cxaphoenix's solution](#)

1032.

779E

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730B

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1034.

730A

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1035.

683F

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683E

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1037.

624C

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1038.

652D

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1039.

652C

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724C

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1041.

665D

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234F

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1043.

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1044.

630M

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1045.

706D

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1046.

691C

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1047.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

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1048.

690D2

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Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[cxaphoenix's solution](#)

1049.

675D

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1050.

669D

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Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[cxaphoenix's solution](#)

1051.

352C

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[cxaphoenix's solution](#)

1052.

586C

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Rating: 1800 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: implementation

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1053.

584D

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[cxaphoenix's solution](#)

1054.

580D

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1055.

2049D

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1056.

2044G2

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1057.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

1058.

2050G

[Tree Destruction](#) · [Tutorial](#)

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1059.

2029D

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[cxaphoenix's solution](#)

1060.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

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1061.

1991E

[Coloring Game](#) · [Tutorial](#)

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1062.

1991D

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[cxaphoenix's solution](#)

1063.

1957D

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1064.

1909D

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1065.

1949C

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1066.

1938C

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Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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1067.

1906E

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1068.

1895D

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1069.

1887B

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1070.

1887A2

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1071.

1854A2

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1072.

569D

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Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

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1073.

1842D

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1074.

1817B

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1075.

1819B

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1076.

1785B

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1077.

1434A

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1078.

540D

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1079.

1744E2

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Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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1080.

1749D

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Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

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1081.

1774E

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1082.

1773K

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1083.

1773A

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1084.

1747D

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1085.

1715D

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1086.

1543C

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1087.

1483B

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1495B

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1494C

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1090.

1479B1

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1492D

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1486C2

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1093.

1490G

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1439A2

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1303D

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1100.

1294E

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1270D

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1102.

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1104.

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1105.

1251D

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1106.

1245D

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1107.

1119E

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1108.

1089F

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1109.

1017D

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1110.

894C

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1111.

893D

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1112.

862C

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1113.

848B

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1114.

832D

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1115.

818E

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1116.

819B

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1117.

817D

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1118.

808D

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1119.

199B

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1120.

781B

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Rating: 1900 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings
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1121.

730J

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Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: dp
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1122.

731F

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1123.

724D

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Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
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1124.

683G

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1125.

622D

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1126.

660D

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1127.

656A

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1128.

691E

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Quality: 3,089 global accepts · Rating: 1900 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: matrices
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1129.

702D

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1130.

722D

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Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees
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1131.

630E

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Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: math
[cxaphoenix's solution](#)

1132.

717E

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1133.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · last AC: 2016-09-28 · GNU C++11 (first AC) · Tags: games, matrices, probabilities
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1134.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
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1135.

709D

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Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: greedy, math
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1136.

359C

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1137.

357D

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Rating: 1900 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: number theory

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1138.

353B

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1139.

352D

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1140.

344E

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1141.

558C

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Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

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1142.

583D

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1143.

577B

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1144.

2041M

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1145.

2041C

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Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

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1146.

2037G

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Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

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1147.

1987E

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1148.

1951E

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1149.

1951D

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[cxaphoenix's solution](#)

1150.

1943B

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1151.

1893C

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Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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1152.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

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1153.

1426F

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Quality: 6,165 global accepts · Rating: 2000 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

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1154.

1804D

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Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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1155.

1830B

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Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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1156.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cxaphoenix's solution](#)

1157.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[cxaphoenix's solution](#)

1158.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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1159.

545E

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Quality: 5,554 global accepts · Rating: 2000 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

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1160.

542C

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Quality: 1,265 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[cxaphoenix's solution](#)

1161.

540C

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Quality: 8,235 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

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1162.

1770D

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Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[cxaphoenix's solution](#)

1163.

1731E

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Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

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1164.

1763C

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Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[cxaphoenix's solution](#)

1165.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

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1166.

1599C

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Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[cxaphoenix's solution](#)

1167.

1536D

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Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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1168.

1513D

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Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

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1169.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[cxaphoenix's solution](#)

1170.

1487E

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Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

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1171.

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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1172.

1301D

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Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[cxaphoenix's solution](#)

1173.

1288D

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Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[cxaphoenix's solution](#)

1174.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[cxaphoenix's solution](#)

1175.

1294F

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1176.

1129B

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1177.

893E

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Quality: 4,202 global accepts · Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

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1178.

895C

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Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
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1179.

862D

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1180.

852B

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Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
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1181.

39E

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Quality: 1,033 global accepts · Rating: 2000 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
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1182.

818C

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Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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1183.

814D

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1184.

817E

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Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
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1185.

786A

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Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games
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1186.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 2000 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
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1187.

777E

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Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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1188.

730I

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1189.

533B

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Quality: 2,687 global accepts · Rating: 2000 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
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1190.

721D

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Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math
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1191.

689E

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Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
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1192.

710E

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[cxaphoenix's solution](#)

1193.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: geometry
[cxaphoenix's solution](#)

1194.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices
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1195.

681D

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Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
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1196.

659F

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Quality: 1,954 global accepts · Rating: 2000 · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings
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1197.

361D

[Levko and Array](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: binary search, dp
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1198.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

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1199.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

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1200.

629D

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Quality: 4,499 global accepts · Rating: 2000 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: data structures, dp

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1201.

347D

[Lucky Common Subsequence](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: dp, strings

[cxaphoenix's solution](#)

1202.

572D

[Minimization](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: dp, sortings

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1203.

2044H

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Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

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1204.

2037F

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Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

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1205.

2029E

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Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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1206.

1975E

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Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

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1207.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

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1208.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

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1209.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

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1210.

1938J

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Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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1211.

1930D2

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Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

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1212.

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

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1213.

1906J

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Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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1214.

1906F

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Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[cxaphoenix's solution](#)

1215.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

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1216.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

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1217.

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

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1218.

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

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1219.

1810E

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1220.

919E

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Quality: 2,434 global accepts · Rating: 2100 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[cxaphoenix's solution](#)

1221.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

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1222.

546E

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Quality: 4,309 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

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1223.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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1224.

540E

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Quality: 2,493 global accepts · Rating: 2100 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

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1225.

1732C2

[Sheikh \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[cxaphoenix's solution](#)

1226.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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1227.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

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1228.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[cxaphoenix's solution](#)**1229.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[cxaphoenix's solution](#)**1230.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[cxaphoenix's solution](#)**1231.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cxaphoenix's solution](#)**1232.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[cxaphoenix's solution](#)**1233.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[cxaphoenix's solution](#)**1234.**

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[cxaphoenix's solution](#)**1235.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[cxaphoenix's solution](#)**1236.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxaphoenix's solution](#)**1237.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[cxaphoenix's solution](#)

1238.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[cxaphoenix's solution](#)

1239.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[cxaphoenix's solution](#)

1240.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[cxaphoenix's solution](#)

1241.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[cxaphoenix's solution](#)

1242.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cxaphoenix's solution](#)

1243.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[cxaphoenix's solution](#)

1244.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[cxaphoenix's solution](#)

1245.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[cxaphoenix's solution](#)

1246.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[cxaphoenix's solution](#)

1247.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[cxaphoenix's solution](#)

1248.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[cxaphoenix's solution](#)

1249.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[cxaphoenix's solution](#)

1250.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[cxaphoenix's solution](#)

1251.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[cxaphoenix's solution](#)

1252.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[cxaphoenix's solution](#)

1253.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[cxaphoenix's solution](#)

1254.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cxaphoenix's solution](#)

1255.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[cxaphoenix's solution](#)

1256.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cxaphoenix's solution](#)

1257.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[cxaphoenix's solution](#)

1258.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cxaphoenix's solution](#)

1259.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cxaphoenix's solution](#)

1260.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[cxaphoenix's solution](#)

1261.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[cxaphoenix's solution](#)

1262.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-06-20 · GNU C++ (first AC) · Tags: dp, trees
[cxaphoenix's solution](#)

1263.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[cxaphoenix's solution](#)

1264.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory
[cxaphoenix's solution](#)

1265.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cxaphoenix's solution](#)

1266.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle
[cxaphoenix's solution](#)

1267.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cxaphoenix's solution](#)

1268.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[cxaphoenix's solution](#)

1269.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[cxaphoenix's solution](#)

1270.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[cxaphoenix's solution](#)

1271.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-03-02 · GNU C++11 (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

1272.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[cxaphoenix's solution](#)

1273.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: greedy, sortings

[cxaphoenix's solution](#)

1274.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[cxaphoenix's solution](#)

1275.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[cxaphoenix's solution](#)

1276.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[cxaphoenix's solution](#)

1277.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: data structures, graphs

[cxaphoenix's solution](#)

1278.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: binary search, data structures

[cxaphoenix's solution](#)

1279.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: geometry, math

[cxaphoenix's solution](#)

1280.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: geometry, implementation
[cxaphoenix's solution](#)

1281.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: data structures
[cxaphoenix's solution](#)

1282.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dp
[cxaphoenix's solution](#)

1283.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[cxaphoenix's solution](#)

1284.

357E

[Compartments](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

1285.

355E

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures
[cxaphoenix's solution](#)

1286.

572C

[Lengthening Sticks](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math
[cxaphoenix's solution](#)

1287.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: constructive algorithms
[cxaphoenix's solution](#)

1288.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[cxaphoenix's solution](#)

1289.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[cxaphoenix's solution](#)

1290.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

brute force, data structures, dp, hashing, math, string suffix structures, strings

[cxaphoenix's solution](#)

1291.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[cxaphoenix's solution](#)

1292.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[cxaphoenix's solution](#)

1293.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxaphoenix's solution](#)

1294.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[cxaphoenix's solution](#)

1295.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cxaphoenix's solution](#)

1296.

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

[cxaphoenix's solution](#)

1297.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[cxaphoenix's solution](#)

1298.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-06-26 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[cxaphoenix's solution](#)

1299.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[cxaphoenix's solution](#)

1300.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[cxaphoenix's solution](#)

1301.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[cxaphoenix's solution](#)**1302.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[cxaphoenix's solution](#)**1303.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[cxaphoenix's solution](#)**1304.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[cxaphoenix's solution](#)**1305.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[cxaphoenix's solution](#)**1306.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cxaphoenix's solution](#)**1307.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[cxaphoenix's solution](#)**1308.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[cxaphoenix's solution](#)**1309.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-20 · last AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[cxaphoenix's solution](#)**1310.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[cxaphoenix's solution](#)

1311.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[cxaphoenix's solution](#)

1312.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[cxaphoenix's solution](#)

1313.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[cxaphoenix's solution](#)

1314.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[cxaphoenix's solution](#)

1315.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[cxaphoenix's solution](#)

1316.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cxaphoenix's solution](#)

1317.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[cxaphoenix's solution](#)

1318.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cxaphoenix's solution](#)

1319.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[cxaphoenix's solution](#)

1320.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[cxaphoenix's solution](#)

1321.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[cxaphoenix's solution](#)

1322.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[cxaphoenix's solution](#)

1323.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[cxaphoenix's solution](#)

1324.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[cxaphoenix's solution](#)

1325.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[cxaphoenix's solution](#)

1326.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[cxaphoenix's solution](#)

1327.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[cxaphoenix's solution](#)

1328.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cxaphoenix's solution](#)

1329.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[cxaphoenix's solution](#)

1330.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[cxaphoenix's solution](#)

1331.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cxaphoenix's solution](#)

1332.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[cxaphoenix's solution](#)

1333.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[cxaphoenix's solution](#)

1334.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[cxaphoenix's solution](#)

1335.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: dp

[cxaphoenix's solution](#)

1336.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[cxaphoenix's solution](#)

1337.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[cxaphoenix's solution](#)

1338.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[cxaphoenix's solution](#)

1339.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[cxaphoenix's solution](#)

1340.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[cxaphoenix's solution](#)

1341.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math
[cxaphoenix's solution](#)

1342.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[cxaphoenix's solution](#)

1343.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[cxaphoenix's solution](#)

1344.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[cxaphoenix's solution](#)

1345.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math
[cxaphoenix's solution](#)

1346.

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, geometry
[cxaphoenix's solution](#)

1347.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees
[cxaphoenix's solution](#)

1348.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[cxaphoenix's solution](#)

1349.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: dp, games
[cxaphoenix's solution](#)

1350.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings
[cxaphoenix's solution](#)

1351.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[cxaphoenix's solution](#)

1352.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: binary search, two pointers

[cxaphoenix's solution](#)

1353.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[cxaphoenix's solution](#)

1354.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: dp

[cxaphoenix's solution](#)

1355.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-10-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[cxaphoenix's solution](#)

1356.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[cxaphoenix's solution](#)

1357.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[cxaphoenix's solution](#)

1358.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[cxaphoenix's solution](#)

1359.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[cxaphoenix's solution](#)

1360.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[cxaphoenix's solution](#)

1361.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[cxaphoenix's solution](#)

1362.

651E

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

Rating: 2200 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[cxaphoenix's solution](#)

1363.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2016-03-15 · GNU C++11 (first AC) · Tags: dp, graph matchings, greedy

[cxaphoenix's solution](#)

1364.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: greedy

[cxaphoenix's solution](#)

1365.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: data structures

[cxaphoenix's solution](#)

1366.

347E

[Number Transformation II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-12-06 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[cxaphoenix's solution](#)

1367.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[cxaphoenix's solution](#)

1368.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cxaphoenix's solution](#)

1369.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[cxaphoenix's solution](#)

1370.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[cxaphoenix's solution](#)

1371.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[cxaphoenix's solution](#)

1372.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[cxaphoenix's solution](#)

1373.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy
[cxaphoenix's solution](#)

1374.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[cxaphoenix's solution](#)

1375.

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
[cxaphoenix's solution](#)

1376.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1377.

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
[cxaphoenix's solution](#)

1378.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[cxaphoenix's solution](#)

1379.

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
[cxaphoenix's solution](#)

1380.

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
[cxaphoenix's solution](#)

1381.

1342E

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Quality: 3,558 global accepts · Rating: 2300 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[cxaphoenix's solution](#)

1382.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[cxaphoenix's solution](#)

1383.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[cxaphoenix's solution](#)

1384.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[cxaphoenix's solution](#)

1385.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[cxaphoenix's solution](#)

1386.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[cxaphoenix's solution](#)

1387.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[cxaphoenix's solution](#)

1388.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[cxaphoenix's solution](#)

1389.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[cxaphoenix's solution](#)

1390.

1252J

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Quality: 783 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[cxaphoenix's solution](#)

1391.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[cxaphoenix's solution](#)

1392.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[cxaphoenix's solution](#)

1393.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[cxaphoenix's solution](#)

1394.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory
[cxaphoenix's solution](#)

1395.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[cxaphoenix's solution](#)

1396.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[cxaphoenix's solution](#)

1397.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[cxaphoenix's solution](#)

1398.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths
[cxaphoenix's solution](#)

1399.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[cxaphoenix's solution](#)

1400.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cxaphoenix's solution](#)

1401.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[cxaphoenix's solution](#)

1402.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory
[cxaphoenix's solution](#)

1403.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities
[cxaphoenix's solution](#)

1404.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[cxaphoenix's solution](#)

1405.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[cxaphoenix's solution](#)

1406.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math
[cxaphoenix's solution](#)

1407.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[cxaphoenix's solution](#)

1408.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[cxaphoenix's solution](#)

1409.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths
[cxaphoenix's solution](#)

1410.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy
[cxaphoenix's solution](#)

1411.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[cxaphoenix's solution](#)

1412.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[cxaphoenix's solution](#)**1413.**

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cxaphoenix's solution](#)**1414.**

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[cxaphoenix's solution](#)**1415.**

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[cxaphoenix's solution](#)**1416.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[cxaphoenix's solution](#)**1417.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[cxaphoenix's solution](#)**1418.**

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[cxaphoenix's solution](#)**1419.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[cxaphoenix's solution](#)**1420.**

300D

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Quality: 855 global accepts · Rating: 2300 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft

[cxaphoenix's solution](#)**1421.**

808E

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Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[cxaphoenix's solution](#)**1422.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[cxaphoenix's solution](#)

1423.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[cxaphoenix's solution](#)

1424.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[cxaphoenix's solution](#)

1425.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths

[cxaphoenix's solution](#)

1426.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[cxaphoenix's solution](#)

1427.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[cxaphoenix's solution](#)

1428.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[cxaphoenix's solution](#)

1429.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[cxaphoenix's solution](#)

1430.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, implementation

[cxaphoenix's solution](#)

1431.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: combinatorics, math

[cxaphoenix's solution](#)

1432.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[cxaphoenix's solution](#)

1433.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: math, number theory, probabilities
[cxaphoenix's solution](#)

1434.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: dp, sortings
[cxaphoenix's solution](#)

1435.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
[cxaphoenix's solution](#)

1436.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: data structures, math, matrices
[cxaphoenix's solution](#)

1437.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[cxaphoenix's solution](#)

1438.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

1439.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2016-05-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings
[cxaphoenix's solution](#)

1440.

659G

[Fence Divorcety](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory
[cxaphoenix's solution](#)

1441.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-16 · GNU C++11 (first AC) · Tags: dp, math, probabilities, sortings
[cxaphoenix's solution](#)

1442.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: meet-in-the-middle
[cxaphoenix's solution](#)

1443.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[cxaphoenix's solution](#)

1444.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[cxaphoenix's solution](#)

1445.

574E

[Bear and Drawing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, trees
[cxaphoenix's solution](#)

1446.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory
[cxaphoenix's solution](#)

1447.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[cxaphoenix's solution](#)

1448.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
[cxaphoenix's solution](#)

1449.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[cxaphoenix's solution](#)

1450.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[cxaphoenix's solution](#)

1451.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices
[cxaphoenix's solution](#)

1452.

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
[cxaphoenix's solution](#)

1453.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math
[cxaphoenix's solution](#)

1454.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxaphoenix's solution](#)

1455.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxaphoenix's solution](#)

1456.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[cxaphoenix's solution](#)

1457.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[cxaphoenix's solution](#)

1458.

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

[cxaphoenix's solution](#)

1459.

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

[cxaphoenix's solution](#)

1460.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[cxaphoenix's solution](#)

1461.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[cxaphoenix's solution](#)

1462.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[cxaphoenix's solution](#)

1463.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[cxaphoenix's solution](#)

1464.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[cxaphoenix's solution](#)

1465.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[cxaphoenix's solution](#)

1466.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[cxaphoenix's solution](#)

1467.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[cxaphoenix's solution](#)

1468.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory
[cxaphoenix's solution](#)

1469.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[cxaphoenix's solution](#)

1470.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[cxaphoenix's solution](#)

1471.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[cxaphoenix's solution](#)

1472.

606E

[Freelancer's Dreams](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1473.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees
[cxaphoenix's solution](#)

1474.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cxaphoenix's solution](#)

1475.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry
[cxaphoenix's solution](#)

1476.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy
[cxaphoenix's solution](#)

1477.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[cxaphoenix's solution](#)

1478.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[cxaphoenix's solution](#)

1479.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[cxaphoenix's solution](#)

1480.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[cxaphoenix's solution](#)

1481.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[cxaphoenix's solution](#)

1482.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[cxaphoenix's solution](#)

1483.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings
[cxaphoenix's solution](#)

1484.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[cxaphoenix's solution](#)

1485.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[cxaphoenix's solution](#)

1486.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[cxaphoenix's solution](#)

1487.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cxaphoenix's solution](#)

1488.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[cxaphoenix's solution](#)

1489.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[cxaphoenix's solution](#)

1490.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[cxaphoenix's solution](#)

1491.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[cxaphoenix's solution](#)

1492.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[cxaphoenix's solution](#)

1493.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[cxaphoenix's solution](#)

1494.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[cxaphoenix's solution](#)

1495.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, trees

[cxaphoenix's solution](#)

1496.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: data structures

[cxaphoenix's solution](#)

1497.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[cxaphoenix's solution](#)

1498.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[cxaphoenix's solution](#)

1499.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[cxaphoenix's solution](#)

1500.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-06-20 · GNU C++ (first AC) · Tags: binary search, flows, graphs

[cxaphoenix's solution](#)

1501.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[cxaphoenix's solution](#)

1502.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cxaphoenix's solution](#)

1503.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[cxaphoenix's solution](#)

1504.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[cxaphoenix's solution](#)

1505.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[cxaphoenix's solution](#)

1506.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[cxaphoenix's solution](#)

1507.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[cxaphoenix's solution](#)

1508.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[cxaphoenix's solution](#)

1509.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: data structures

[cxaphoenix's solution](#)

1510.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[cxaphoenix's solution](#)

1511.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: flows

[cxaphoenix's solution](#)

1512.

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: math, probabilities

[cxaphoenix's solution](#)

1513.

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[cxaphoenix's solution](#)

1514.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[cxaphoenix's solution](#)

1515.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: number theory

[cxaphoenix's solution](#)

1516.

583E

[Superior Periodic Subarrays](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: number theory

[cxaphoenix's solution](#)

1517.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[cxaphoenix's solution](#)

1518.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[cxaphoenix's solution](#)

1519.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cxaphoenix's solution](#)

1520.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[cxaphoenix's solution](#)

1521.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[cxaphoenix's solution](#)

1522.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[cxaphoenix's solution](#)

1523.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cxaphoenix's solution](#)

1524.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math

[cxaphoenix's solution](#)

1525.

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

[cxaphoenix's solution](#)

1526.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[cxaphoenix's solution](#)

1527.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[cxaphoenix's solution](#)

1528.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[cxaphoenix's solution](#)

1529.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[cxaphoenix's solution](#)

1530.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[cxaphoenix's solution](#)

1531.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[cxaphoenix's solution](#)

1532.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[cxaphoenix's solution](#)

1533.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[cxaphoenix's solution](#)

1534.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[cxaphoenix's solution](#)

1535.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[cxaphoenix's solution](#)

1536.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[cxaphoenix's solution](#)

1537.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[cxaphoenix's solution](#)

1538.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[cxaphoenix's solution](#)

1539.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cxaphoenix's solution](#)

1540.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[cxaphoenix's solution](#)

1541.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[cxaphoenix's solution](#)

1542.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[cxaphoenix's solution](#)

1543.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[cxaphoenix's solution](#)

1544.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[cxaphoenix's solution](#)

1545.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[cxaphoenix's solution](#)

1546.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[cxaphoenix's solution](#)

1547.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: interactive

[cxaphoenix's solution](#)

1548.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[cxaphoenix's solution](#)

1549.

152E

[Garden](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2500 · first AC: 2017-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[cxaphoenix's solution](#)

1550.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cxaphoenix's solution](#)

1551.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[cxaphoenix's solution](#)

1552.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[cxaphoenix's solution](#)

1553.

544E

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

Rating: 2500 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[cxaphoenix's solution](#)

1554.

779F

[Peterson Polyglot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: strings

[cxaphoenix's solution](#)

1555.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: flows, graphs

[cxaphoenix's solution](#)

1556.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: data structures, geometry
[cxaphoenix's solution](#)

1557.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[cxaphoenix's solution](#)

1558.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-10-07 · last AC: 2016-10-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry
[cxaphoenix's solution](#)

1559.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: data structures, implementation
[cxaphoenix's solution](#)

1560.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: math, number theory
[cxaphoenix's solution](#)

1561.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: data structures, math, probabilities
[cxaphoenix's solution](#)

1562.

361E

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

Rating: 2500 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

1563.

572E

[CNF 2](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

1564.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[cxaphoenix's solution](#)

1565.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp
[cxaphoenix's solution](#)

1566.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[cxaphoenix's solution](#)

1567.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[cxaphoenix's solution](#)

1568.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cxaphoenix's solution](#)

1569.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cxaphoenix's solution](#)

1570.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[cxaphoenix's solution](#)

1571.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices

[cxaphoenix's solution](#)

1572.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[cxaphoenix's solution](#)

1573.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[cxaphoenix's solution](#)

1574.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[cxaphoenix's solution](#)

1575.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[cxaphoenix's solution](#)

1576.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-03-25 · last AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data

structures

[cxaphoenix's solution](#)

1577.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[cxaphoenix's solution](#)

1578.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[cxaphoenix's solution](#)

1579.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[cxaphoenix's solution](#)

1580.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[cxaphoenix's solution](#)

1581.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[cxaphoenix's solution](#)

1582.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[cxaphoenix's solution](#)

1583.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[cxaphoenix's solution](#)

1584.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[cxaphoenix's solution](#)

1585.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[cxaphoenix's solution](#)

1586.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[cxaphoenix's solution](#)

1587.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[cxaphoenix's solution](#)

1588.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, number theory
[cxaphoenix's solution](#)

1589.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers
[cxaphoenix's solution](#)

1590.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[cxaphoenix's solution](#)

1591.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle
[cxaphoenix's solution](#)

1592.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy
[cxaphoenix's solution](#)

1593.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cxaphoenix's solution](#)

1594.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp
[cxaphoenix's solution](#)

1595.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[cxaphoenix's solution](#)

1596.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[cxaphoenix's solution](#)

1597.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[cxaphoenix's solution](#)

1598.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: matrices
[cxaphoenix's solution](#)

1599.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[cxaphoenix's solution](#)

1600.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: math
[cxaphoenix's solution](#)

1601.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2016-08-07 · last AC: 2016-08-17 · GNU C++11 (first AC) · Tags: combinatorics, dp
[cxaphoenix's solution](#)

1602.

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: geometry, math
[cxaphoenix's solution](#)

1603.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math
[cxaphoenix's solution](#)

1604.

267C

[Berland Traffic](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2700 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices
[cxaphoenix's solution](#)

1605.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[cxaphoenix's solution](#)

1606.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[cxaphoenix's solution](#)

1607.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees
[cxaphoenix's solution](#)

1608.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[cxaphoenix's solution](#)

1609.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[cxaphoenix's solution](#)

1610.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[cxaphoenix's solution](#)

1611.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[cxaphoenix's solution](#)

1612.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[cxaphoenix's solution](#)

1613.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[cxaphoenix's solution](#)

1614.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cxaphoenix's solution](#)

1615.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[cxaphoenix's solution](#)

1616.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[cxaphoenix's solution](#)

1617.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[cxaphoenix's solution](#)

1618.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[cxaphoenix's solution](#)

1619.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[cxaphoenix's solution](#)

1620.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[cxaphoenix's solution](#)

1621.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[cxaphoenix's solution](#)

1622.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[cxaphoenix's solution](#)

1623.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[cxaphoenix's solution](#)

1624.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[cxaphoenix's solution](#)

1625.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxaphoenix's solution](#)

1626.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[cxaphoenix's solution](#)

1627.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cxaphoenix's solution](#)

1628.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[cxaphoenix's solution](#)

1629.

1423E

[5G Antenna Towers](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[cxaphoenix's solution](#)

1630.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[cxaphoenix's solution](#)

1631.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[cxaphoenix's solution](#)

1632.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[cxaphoenix's solution](#)

1633.

812D

[Sagheer and Kindergarten](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[cxaphoenix's solution](#)

1634.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[cxaphoenix's solution](#)

1635.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms
[cxaphoenix's solution](#)

1636.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: dp, greedy
[cxaphoenix's solution](#)

1637.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: binary search, data structures
[cxaphoenix's solution](#)

1638.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
[cxaphoenix's solution](#)

1639.

690F2

[Tree of Life \(medium\)](#) · [Tutorial](#)

Quality: 93 global accepts · Rating: 2700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, trees
[cxaphoenix's solution](#)

1640.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[cxaphoenix's solution](#)

1641.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs
[cxaphoenix's solution](#)

1642.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[cxaphoenix's solution](#)

1643.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities
[cxaphoenix's solution](#)

1644.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[cxaphoenix's solution](#)

1645.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
[cxaphoenix's solution](#)

1646.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cxaphoenix's solution](#)

1647.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy
[cxaphoenix's solution](#)

1648.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[cxaphoenix's solution](#)

1649.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxaphoenix's solution](#)

1650.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[cxaphoenix's solution](#)

1651.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[cxaphoenix's solution](#)

1652.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[cxaphoenix's solution](#)

1653.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[cxaphoenix's solution](#)

1654.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[cxaphoenix's solution](#)

1655.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[cxaphoenix's solution](#)

1656.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[cxaphoenix's solution](#)

1657.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[cxaphoenix's solution](#)

1658.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[cxaphoenix's solution](#)

1659.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cxaphoenix's solution](#)

1660.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: flows

[cxaphoenix's solution](#)

1661.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cxaphoenix's solution](#)

1662.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[cxaphoenix's solution](#)

1663.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[cxaphoenix's solution](#)

1664.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[cxaphoenix's solution](#)

1665.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[cxaphoenix's solution](#)

1666.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[cxaphoenix's solution](#)

1667.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[cxaphoenix's solution](#)

1668.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[cxaphoenix's solution](#)

1669.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cxaphoenix's solution](#)

1670.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[cxaphoenix's solution](#)

1671.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[cxaphoenix's solution](#)

1672.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: data structures, strings, trees

[cxaphoenix's solution](#)

1673.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[cxaphoenix's solution](#)

1674.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: data structures

[cxaphoenix's solution](#)

1675.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: dp

[cxaphoenix's solution](#)

1676.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-04-03 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[cxaphoenix's solution](#)

1677.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[cxaphoenix's solution](#)

1678.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, string suffix structures

[cxaphoenix's solution](#)

1679.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[cxaphoenix's solution](#)

1680.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[cxaphoenix's solution](#)

1681.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: games, number theory

[cxaphoenix's solution](#)

1682.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[cxaphoenix's solution](#)

1683.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[cxaphoenix's solution](#)

1684.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[cxaphoenix's solution](#)

1685.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[cxaphoenix's solution](#)

1686.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[cxaphoenix's solution](#)

1687.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[cxaphoenix's solution](#)

1688.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[cxaphoenix's solution](#)

1689.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[cxaphoenix's solution](#)

1690.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2017-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[cxaphoenix's solution](#)

1691.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: dp, flows, greedy
[cxaphoenix's solution](#)

1692.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: flows
[cxaphoenix's solution](#)

1693.

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2016-09-25 · GNU C++11 (first AC) · Tags: dp, hashing, trees
[cxaphoenix's solution](#)

1694.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, meet-in-the-middle
[cxaphoenix's solution](#)

1695.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: geometry, math
[cxaphoenix's solution](#)

1696.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[cxaphoenix's solution](#)

1697.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[cxaphoenix's solution](#)

1698.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings
[cxaphoenix's solution](#)

1699.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-22 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings
[cxaphoenix's solution](#)

1700.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[cxaphoenix's solution](#)

1701.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings
[cxaphoenix's solution](#)

1702.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[cxaphoenix's solution](#)

1703.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[cxaphoenix's solution](#)

1704.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[cxaphoenix's solution](#)

1705.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[cxaphoenix's solution](#)

1706.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees
[cxaphoenix's solution](#)

1707.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[cxaphoenix's solution](#)

1708.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees
[cxaphoenix's solution](#)

1709.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[cxaphoenix's solution](#)

1710.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[cxaphoenix's solution](#)

1711.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[cxaphoenix's solution](#)

1712.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees
[cxaphoenix's solution](#)

1713.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, fft, number theory
[cxaphoenix's solution](#)

1714.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[cxaphoenix's solution](#)

1715.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees
[cxaphoenix's solution](#)

1716.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[cxaphoenix's solution](#)

1717.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2017-03-01 · GNU C++11 (first AC) · Tags: dp, sortings
[cxaphoenix's solution](#)

1718.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers
[cxaphoenix's solution](#)

1719.

667E

[Chain Reaction](#) · [Tutorial](#)

Rating: 3000 · first AC: 2016-07-24 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

1720.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-03 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[cxaphoenix's solution](#)

1721.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory
[cxaphoenix's solution](#)

1722.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cxaphoenix's solution](#)

1723.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy
[cxaphoenix's solution](#)

1724.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
[cxaphoenix's solution](#)

1725.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities
[cxaphoenix's solution](#)

1726.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[cxaphoenix's solution](#)

1727.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[cxaphoenix's solution](#)

1728.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[cxaphoenix's solution](#)

1729.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive
[cxaphoenix's solution](#)

1730.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[cxaphoenix's solution](#)

1731.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1732.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math
[cxaphoenix's solution](#)

1733.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: dp, math

[cxaphoenix's solution](#)

1734.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[cxaphoenix's solution](#)

1735.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[cxaphoenix's solution](#)

1736.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[cxaphoenix's solution](#)

1737.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cxaphoenix's solution](#)

1738.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[cxaphoenix's solution](#)

1739.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[cxaphoenix's solution](#)

1740.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cxaphoenix's solution](#)

1741.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[cxaphoenix's solution](#)

1742.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[cxaphoenix's solution](#)

1743.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2015-10-09 · GNU C++11 (first AC) · Tags: dp, math, number theory
[cxaphoenix's solution](#)

1744.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, math
[cxaphoenix's solution](#)

1745.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
[cxaphoenix's solution](#)

1746.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2017-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[cxaphoenix's solution](#)

1747.

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1748.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1749.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1750.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1751.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1752.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1753.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1754.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1755.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1756.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1757.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1758.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1759.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1760.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1761.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1762.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1763.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1764.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1765.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1766.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1767.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1768.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1769.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1770.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1771.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1772.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1773.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1774.

104875F

[Faster Than Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1775.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1776.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1777.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1778.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1779.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1780.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1781.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1782.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1783.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1784.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1785.

104901F

[Say Hello to the Future](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1786.

104901C

[Turn on the Light 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1787.

104901L

[Ticket to Ride](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1788.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1789.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1790.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1791.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1792.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1793.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1794.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1795.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1796.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1797.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1798.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1799.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1800.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1801.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1802.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1803.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1804.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1805.

104435C

[Dethrone Antares Now](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1806.

104435I

[Ominous Acids](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1807.

104435H

[Not Just an NP-Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1808.

104435G

[Irreversible Events](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1809.

104435B

[Cult of Wah!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1810.

104435K

[Star Seeker's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1811.

104435J

[Sensor Logs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1812.

104461J

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1813.

104461H

[Binary Tree Restoring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1814.

104461G

[Yet Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1815.

104461F

[Heap Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1816.

104461E

[Seven Segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1817.

104461D

[Let's Chat](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1818.

104461C

[What Kind of Friends Are You?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1819.

104461B

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

Rating: — · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1820.

104461A

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

Rating: — · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1821.

104090J

[Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1822.

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1823.

104160K

[Security at Museums](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · last AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1824.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1825.

104160G

[Meet in the Middle](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1826.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1827.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1828.

104160I

[Quartz Collection](#) · [Tutorial](#)

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1829.

104128C

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1830.

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104128H

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1832.

104090B

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1833.

104065B

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1834.

104065L

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1835.

104065D

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1836.

104065J

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104065E

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1838.

104065A

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1839.

104065H

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1840.

104065M

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1841.

104065G

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1842.

104065C

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1843.

104090E

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1844.

104090I

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1845.

104090M

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1846.

104090G

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1847.

104090C

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1848.

104090K

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1849.

104090A

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1850.

104090F

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1851.

104090D

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1852.

104270I

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1853.

104270G

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1854.

104270F

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1856.

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1857.

104270E

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1858.

104270C

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1859.

104270J

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1860.

104270M

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1861.

104160A

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1862.

104160L

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1863.

104160F

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1864.

104160C

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1865.

104160D

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1866.

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1867.

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1869.

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1870.

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1871.

104077C

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1872.

104077F

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1873.

104077J

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1874.

104114I

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1875.

104114E

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1876.

104128E

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Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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1877.

104128J

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1878.

104128B

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104128M

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1880.

104128A

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1881.

104128D

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1882.

104128G

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1883.

104128I

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1884.

104068D

[LyToBe](#)

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1885.

104068C

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1886.

104068B

[g YfPz](#)

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1887.

104068A

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1888.

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103470I

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1891.

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1892.

103470H

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1894.

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104059D

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104059L

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104059E

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103941I

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103941C

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103941B

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103941K

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103941H

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103941F

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103941J

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103941G

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1908.

103941E

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103941A

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1910.

104095B

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1911.

104095J

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104095I

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1913.

104095E

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1914.

104095C

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1915.

104095A

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1916.

102536G

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102536M

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102536L

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102536A

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1924.

102536D

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1925.

102536K

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104013G

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104013H

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104013L

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104013F

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1947.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1948.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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1949.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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1950.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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1951.

104064G

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

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1952.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1953.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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1954.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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1955.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1956.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1957.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1958.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1959.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1960.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1961.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1962.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1963.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1964.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1965.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1966.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1967.

103855M

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Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1968.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1969.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1970.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1971.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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1972.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1973.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1974.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1975.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1976.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1977.

103640F

[Fields Division](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

1978.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1979.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1980.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1981.

103371K

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

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1982.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1983.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1984.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1985.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1986.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1987.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1988.

103447F

[Master Spark](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1989.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1990.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1991.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1992.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1993.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1994.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1995.

103447B

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

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

1996.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1997.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1998.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

1999.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2000.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2001.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2002.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2003.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2004.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2005.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2006.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2007.

102835J

[Puzzle Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2008.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2009.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2010.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2011.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2012.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2013.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2014.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2015.

102835D

[Quality Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2016.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · last AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2017.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · last AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2018.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2019.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2020.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2021.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2022.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2023.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2024.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2025.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · last AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2026.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2027.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2028.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2029.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2030.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2031.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2032.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2033.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2034.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2035.

102896G

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

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2036.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2037.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2038.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2039.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2040.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2041.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2042.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2043.

102428H

[Hold or Continue?](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2044.

102428J

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

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2045.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2046.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2047.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2048.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2049.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2050.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2051.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2052.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2053.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2054.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2055.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2056.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2057.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2058.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2059.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2060.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2061.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2062.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2063.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2064.

102001E

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2069.

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102920H

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102920E

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102920C

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102001F

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102001H

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2082.

102001D

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2083.

102001G

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2084.

102001K

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2085.

102001L

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2086.

102001A

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2087.

102001I

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2088.

102687C

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2089.

102821K

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2090.

102821G

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2091.

102821D

[Divide a Tree](#) · [Tutorial](#)

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2092.

102821E

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2093.

102821C

[Cycle Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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2094.

102821A

[Autochess](#) · [Tutorial](#)

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2095.

102821J

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2096.

102821H

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2097.

102821I

[Inventory](#) · [Tutorial](#)

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2098.

102821B

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2099.

103202E

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2101.

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2102.

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2103.

103202K

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2104.

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2105.

103202M

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2106.

103202F

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2107.

103202G

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2108.

103119K

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Rating: — · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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2109.

103119H

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Rating: — · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
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2110.

103119B

[Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
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2111.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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2112.

103119J

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Rating: — · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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2113.

103119I

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2114.

103119C

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2115.

103119G

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2116.

103119F

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2117.

103119D

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2118.

103119A

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2119.

103119L

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2120.

103145L

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2121.

103145F

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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2122.

103145B

[Cypher](#) · [Tutorial](#)

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2123.

103145H

[Loneliness](#) · [Tutorial](#)

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2124.

103145G

[Ball](#) · [Tutorial](#)

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2125.

103145M

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2126.

103145D

[Lowbit](#) · [Tutorial](#)

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2127.

103145J

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2128.

103145K

[City](#) · [Tutorial](#)

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2129.

103145C

[Vertex Deletion](#) · [Tutorial](#)

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2130.

103145E

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2131.

103145A

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Rating: — · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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2132.

103145I

[Takeaway](#) · [Tutorial](#)

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2133.

102055C

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2134.

102055K

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2135.

102055I

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2136.

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2137.

102055B

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2140.

102770L

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2141.

102770F

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2142.

102770H

[Huge Clouds](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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2143.

102770G

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2144.

102770C

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2145.

102770E

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Rating: — · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2146.

102770B

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2147.

102770I

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2148.

102770A

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2149.

102770K

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2150.

102832L

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[cxaphoenix's solution](#)

2151.

102832H

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Rating: — · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2152.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2153.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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2154.

102832D

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Rating: — · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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2155.

102832A

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2156.

103055G

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Rating: — · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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2157.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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2158.

103055B

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2159.

103055F

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2160.

103055D

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2161.

103055J

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[cxaphoenix's solution](#)

2162.

103055C

[Cube](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2163.

103055L

[String Freshman](#) · [Tutorial](#)

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2164.

103055M

[Game Theory](#) · [Tutorial](#)

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2165.

103055A

[League of Legends](#) · [Tutorial](#)

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2166.

103117G

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2167.

103117C

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2168.

103117E

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2169.

103117F

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2170.

103117B

[Hotpot](#) · [Tutorial](#)

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2171.

103117H

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2172.

103117D

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2173.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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2174.

103117M

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Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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2175.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2176.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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2177.

102483E

[Equality Control](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2178.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

2179.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cxaphoenix's solution](#)

2180.

102483G

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[cxaphoenix's solution](#)

2181.

102483C

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2182.

102483H

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2183.

102483B

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2185.

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2186.

102798J

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2187.

102798G

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2188.

102798B

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2189.

102798C

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2190.

102798L

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2191.

102798D

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2192.

102798H

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2193.

102798A

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2194.

102822C

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2195.

102822H

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2196.

102822E

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2197.

102822B

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Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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2198.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
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2199.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
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2200.

102822K

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Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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2201.

102822D

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2202.

102822L

[Lottery](#) · [Tutorial](#)

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2203.

102392G

[Projection](#) · [Tutorial](#)

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2204.

102392B

[Level Up](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2205.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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2206.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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2207.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2208.

102392D

[Cycle String?](#) · [Tutorial](#)

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2209.

102392I

[Absolute Game](#) · [Tutorial](#)

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2210.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

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2211.

102460B

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2212.

102460L

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2213.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

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2214.

102460J

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2215.

102460H

[Mining a](#) · [Tutorial](#)

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2216.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

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2217.

102460D

[Tapioka](#) · [Tutorial](#)

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2218.

102460C

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2219.

102576K

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2220.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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2221.

102576J

[Space Gophers](#) · [Tutorial](#)

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2222.

102576H

[Lighthouses](#) · [Tutorial](#)

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2223.

102576E

[Contamination](#) · [Tutorial](#)

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2224.

102576G

[Invited Speakers](#) · [Tutorial](#)

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2225.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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2226.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2227.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2228.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2229.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2230.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2231.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2232.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · GNU C++11 (first AC) · Tags: —
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2233.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2234.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: —
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2235.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

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2236.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: —
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2237.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

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2238.

101981I

[Magic Potion](#) · [Tutorial](#)

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2239.

101981G

[Pyramid](#) · [Tutorial](#)

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2240.

101981J

[Prime Game](#) · [Tutorial](#)

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2241.

101981A

[Adrien and Austin](#) · [Tutorial](#)

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2242.

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2243.

101620A

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2244.

101620F

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2245.

101620J

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2246.

101652R

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-30 · last AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2247.

101652T

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2248.

101652S

[Purple Rain](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2249.

101652P

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: —

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2250.

101652W

[Grid Coloring](#) · [Tutorial](#)

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2251.

101652Q

[Halfway](#) · [Tutorial](#)

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2252.

101652U

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2253.

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101652Y

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2255.

101652O

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2256.

101652Z

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2257.

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2259.

101741G

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2260.

101741D

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2261.

101741L

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2262.

101741K

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2263.

101741A

[Three Arrays](#) · [Tutorial](#)

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2264.

101741J

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2265.

101741C

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2266.

101806T

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Rating: — · first AC: 2018-06-29 · GNU C++ (first AC) · Tags: —

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2267.

101806V

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2268.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

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2269.

101806S

[Segmentation](#) · [Tutorial](#)

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2270.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-29 · GNU C++11 (first AC) · Tags: —

[cxaphoenix's solution](#)

2271.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-29 · GNU C++ (first AC) · Tags: —

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2272.

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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2273.

101667A

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Rating: — · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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2274.

101667L

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2275.

101667G

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Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

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2276.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

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2277.

101667E

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2278.

101667I

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Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

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2279.

101667H

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2280.

101667B

[Connect3](#) · [Tutorial](#)

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2281.

101667F

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2282.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2283.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: —
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2284.

101630F

[The Final Level](#) · [Tutorial](#)

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2285.

101630L

[Laminar Family](#) · [Tutorial](#)

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2286.

101630D

[Designing the Toy](#) · [Tutorial](#)

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2287.

101630A

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

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2288.

101630C

[Connections](#) · [Tutorial](#)

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2289.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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2290.

101630E

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2291.

101149H

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2292.

101149E

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2293.

101149I

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2294.

101149C

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101149B

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2296.

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2297.

101572G

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2298.

101572J

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2299.

101572B

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2300.

100959K

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2301.

100324J

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2302.

100324H

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100324B

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2308.

100324D

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2309.

101206D

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101206F

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2317.

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2318.

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2319.

100430A

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2322.

100430J

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2323.

101522H

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101522A

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101522I

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101522B

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2329.

101190K

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2330.

101190J

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2331.

101190B

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2332.

101190G

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2333.

101190D

[Delight for a Cat](#) · [Tutorial](#)

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2334.

101190E

[Expect to Wait](#) · [Tutorial](#)

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2335.

101190F

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2336.

101190H

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2337.

101190A

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2338.

100801F

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2339.

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2341.

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2342.

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2343.

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2344.

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2345.

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2346.

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2348.

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2349.

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2350.

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2351.

101485C

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2352.

101485H

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2353.

101485D

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2354.

101485E

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2355.

101485K

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2356.

101485G

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2357.

101485A

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2358.

101485J

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2359.

101485I

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2360.

100801G

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2361.

100801J

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2362.

100801D

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2363.

100801H

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2364.

100801C

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2365.

100801B

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2366.

100801L

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2367.

100801E

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2368.

100801A

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2369.

100962C

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2370.

100959G

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2371.

100959M

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2372.

100959A

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2373.

100959D

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2374.

101137K

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101137F

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2376.

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2377.

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101137B

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2379.

101137A

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2380.

100956B

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2381.

100956I

[Set Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · GNU C++ (first AC) · Tags: —

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2382.

100956J

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Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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2383.

100956K

[Two Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · GNU C++ (first AC) · Tags: —

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2384.

100956F

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2385.

100956D

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2386.

100962F

[Frank Sinatra](#) · [Tutorial](#)

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2387.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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2388.

100962H

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2389.

100962G

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2390.

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2391.

100962E

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2392.

100962J

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2393.

100959H

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2394.

100959I

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Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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2395.

100959C

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2396.

100959F

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2397.

100959B

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2398.

100959L

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2399.

100959J

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2400.

100959E

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Rating: — · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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2401.

101498F

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Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
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2402.

101498L

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Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
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2403.

101498K

[Two Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
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2404.

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
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2405.

101498J

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2406.

101498D

[Counting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
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2407.

101498H

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

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
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2408.

101498I

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Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2409.

101498E

[Car Factory](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
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2410.

101498B

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Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —
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2411.

101498C

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2412.

101498A

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2413.

101490K

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Rating: — · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: —
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2414.

101490D

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Rating: — · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: —

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2415.

101490E

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2416.

101490J

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2417.

101490C

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2418.

101490I

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2419.

101490L

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2420.

101490B

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2421.

100198H

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Rating: — · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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2422.

100198I

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2423.

100198F

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100198E

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2425.

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2427.

100197D

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2428.

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2429.

100197B

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Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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2430.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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2431.

100197E

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

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2432.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2433.

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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2434.

101201B

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Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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2435.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · GNU C++ (first AC) · Tags: —
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2436.

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2437.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2438.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2439.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2440.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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2441.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2442.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2443.

100199F

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2444.

100199H

[Cracking' RSA](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2445.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2446.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2447.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2448.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2449.

100199D

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

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2450.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2451.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2452.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2453.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2454.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2455.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2456.

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[cxaphoenix's solution](#)

2457.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2458.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2459.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2460.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —
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2461.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2462.

100524A

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

Rating: — · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2463.

101164C

[Castle](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2464.

101164I

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2465.

101164H

[Pub crawl](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2466.

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2467.

101164K

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2468.

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2469.

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2470.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxaphoenix's solution](#)

2471.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2472.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2473.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2474.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2475.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2476.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2477.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-04-01 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2478.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2479.

101243I

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2480.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2481.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2482.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2483.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2484.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2485.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2486.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2487.

100819L

[Millionaire](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2488.

100819U

[Blur](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2489.

100819S

[Surf](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2490.

1008190

[Grid](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2491.

100819Q

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2492.

100819N

[Egg Drop](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2493.

100819T

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2494.

100819M

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2495.

100819P

[Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2496.

100819R

[Class Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2497.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2498.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-13 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2499.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-13 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2500.

101158C

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

Rating: — · first AC: 2017-01-13 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2501.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2502.

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: —
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2503.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2504.

101147A

[The game of Osho](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2505.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2506.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2507.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2508.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2509.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2510.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2511.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2512.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2513.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2514.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2515.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2516.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2517.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-25 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2518.

101104E

[The Bavarian Beer Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2519.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2520.

101104I

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

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2521.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-24 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2522.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2523.

101095B

[Strange Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2524.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2525.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2526.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2527.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2528.

101090E

[Ant and apples](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2529.

101090A

[HHPaint](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2530.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · Python 2 (first AC) · Tags: —
[cxaphoenix's solution](#)

2531.

101090I

[Painting the natural numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-14 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2532.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2533.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2534.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2535.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2536.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2537.

101078B

[Top 2000](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2538.

101078G

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2539.

101078F

[Maze Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2540.

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2541.

101078J

[Wrong Answer](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2542.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2543.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2544.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2545.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2546.

101102J

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

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2547.

101102I

[Simple Robot](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2548.

101102D

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-12 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2549.

101102C

[Bored Judge](#) · [Tutorial](#)

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2550.

101102F

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2551.

101102A

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2552.

101102B

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2553.

101102H

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2554.

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

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2555.

100827G

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2556.

100827F

[Knights](#) · [Tutorial](#)

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2557.

100827E

[Hill Number](#) · [Tutorial](#)

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2558.

100827A

[Runes](#) · [Tutorial](#)

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2559.

100827L

[Wormhole](#) · [Tutorial](#)

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2560.

100827I

[Salary Inequity](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2561.

100827H

[Pushups](#) · [Tutorial](#)

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2562.

100553I

[Improvements](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2563.

100553F

[Filter](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2564.

100553B

[Burrito King](#) · [Tutorial](#)

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2565.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

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2566.

100553K

[Knockout Racing](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2567.

100553A

[Alter Board](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2568.

100325G

[Word Morpher](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2569.

100325F

[London Streets](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2570.

100325D

[False RSA](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2571.

100325H

[Range Minimum Query](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2572.

100325A

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

Rating: — · first AC: 2016-03-06 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2573.

100338B

[Geometry Problem](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2574.

100338C

[Important Roads](#) · [Tutorial](#)

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2575.

100338H

[High Speed Trains](#) · [Tutorial](#)

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2576.

100338E

[Numbers](#) · [Tutorial](#)

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2577.

100345D

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

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2578.

100345G

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2579.

100345H

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2580.

100345B

[Signed Derangements](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2581.

100345F

[Sqrt Nim](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2582.

100340E

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

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2583.

100340I

[Longest Common Subpair](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2584.

100342C

[Painting Cottages](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2585.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-05 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2586.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-05 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2587.

100342J

[Triatrip](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-05 · GNU C++ (first AC) · Tags: —
[cxaphoenix's solution](#)

2588.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: —
[cxaphoenix's solution](#)

2589.

100342E

[Minima](#) · [Tutorial](#)

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[cxaphoenix's solution](#)

2590.

100339H

[SETI](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: —

[cxaphoenix's solution](#)

2591.

100339E

[Nice Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: —

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2592.

100339I

[Sum vs Product](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-04 · GNU C++11 (first AC) · Tags: —

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2593.

100339G

[Rectangular Polygon](#) · [Tutorial](#)

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