

Unique solved — cy1999

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1.

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2.

2205B

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3.

2205A

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4.

2210A

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5.

2217A

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6.

2156A

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7.

1913A

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8.

2094B

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9.

2094A

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11.

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12.

1923A

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13.

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14.

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15.

1701B

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16.

1792A

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17.

1858A

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18.

1935A

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19.

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22.

1582A

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24.

1721A

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25.

1739A

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26.

1882A

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1896A

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28.

1783A

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29.

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30.

1837A

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31.

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1845A

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33.

1849A

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34.

1680B

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35.

1680A

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1832A

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38.

1716A

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40.

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41.

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42.

1681B

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43.

1681A

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44.

1841A

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45.

1842A

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46.

1853A

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47.

1844A

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48.

1855A

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49.

1728B

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50.

1730A

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51.

1734B

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52.

1734A

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1733A

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54.

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1650A

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1566B

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62.

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63.

1257A

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64.

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1200A

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66.

1178A

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1185A

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68.

1154A

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69.

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70.

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71.

1106A

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72.

1099A

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73.

1097A

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74.

1091A

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75.

1096A

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76.

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77.

1092B

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79.

1081A

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80.

1093A

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81.

1088A

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83.

1065A

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84.

1060A

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85.

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86.

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87.

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88.

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90.

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977A

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94.

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96.

950A

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98.

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939A

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102.

932A

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103.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,119 global accepts · Rating: 800 · first AC: 2018-02-07 · Python 3 (first AC) · Tags: brute force, implementation, strings

[cy1999's solution](#)

104.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2018-02-06 · Python 3 (first AC) · Tags: brute force, math

[cy1999's solution](#)

105.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[cy1999's solution](#)

106.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2018-01-29 · GNU C++ (first AC) · Tags: brute force, implementation

[cy1999's solution](#)

107.

912A

[Tricky Alchemy](#) · [Tutorial](#)

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

[cy1999's solution](#)

108.

908A

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

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

[cy1999's solution](#)

109.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-11 · GNU C++ (first AC) · Tags: geometry, implementation

[cy1999's solution](#)

110.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: implementation

[cy1999's solution](#)

111.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2017-11-19 · GNU C++ (first AC) · Tags: brute force, dp

[cy1999's solution](#)

112.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · GNU C++ (first AC) · Tags: brute force, implementation

[cy1999's solution](#)

113.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2017-10-12 · GNU C++ (first AC) · Tags: implementation

[cy1999's solution](#)

114.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2017-10-04 · GNU C++ (first AC) · Tags: implementation

[cy1999's solution](#)

115.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,352 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[cy1999's solution](#)

116.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,102 global accepts · Rating: 800 · first AC: 2016-12-22 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[cy1999's solution](#)

117.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,577 global accepts · Rating: 900 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[cy1999's solution](#)

118.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[cy1999's solution](#)

119.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,788 global accepts · Rating: 900 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cy1999's solution](#)

120.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cy1999's solution](#)

121.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2024-04-13 · last AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cy1999's solution](#)

122.

1927B

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

Quality: 38,142 global accepts · Rating: 900 · first AC: 2024-04-04 · last AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[cy1999's solution](#)

123.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-11-25 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

[cy1999's solution](#)

124.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[cy1999's solution](#)

125.

1582B

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

Quality: 33,378 global accepts · Rating: 900 · first AC: 2023-12-28 · last AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cy1999's solution](#)

126.

1837B

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

Quality: 50,124 global accepts · Rating: 900 · first AC: 2023-10-24 · last AC: 2023-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cy1999's solution](#)

127.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-10-20 · last AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[cy1999's solution](#)

128.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2023-10-20 · last AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[cy1999's solution](#)

129.

1709B

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

Quality: 25,844 global accepts · Rating: 900 · first AC: 2023-11-07 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[cy1999's solution](#)

130.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,907 global accepts · Rating: 900 · first AC: 2023-11-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cy1999's solution](#)

131.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,950 global accepts · Rating: 900 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[cy1999's solution](#)

132.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cy1999's solution](#)

133.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cy1999's solution](#)

134.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[cy1999's solution](#)

135.

1238A

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

Quality: 28,069 global accepts · Rating: 900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: math, number theory

[cy1999's solution](#)

136.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[cy1999's solution](#)

137.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cy1999's solution](#)

138.

1197A

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

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[cy1999's solution](#)

139.

1144B

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

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-03-31 · Java 8 (first AC) · Tags: greedy, implementation, sortings
[cy1999's solution](#)

140.

1141B

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

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cy1999's solution](#)

141.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 900 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, sortings
[cy1999's solution](#)

142.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math
[cy1999's solution](#)

143.

1106C

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

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings
[cy1999's solution](#)

144.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, strings
[cy1999's solution](#)

145.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation
[cy1999's solution](#)

146.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[cy1999's solution](#)

147.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

148.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[cy1999's solution](#)

149.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cy1999's solution](#)

150.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cy1999's solution](#)

151.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cy1999's solution](#)

152.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,799 global accepts · Rating: 900 · first AC: 2018-05-06 · GNU C++ (first AC) · Tags: implementation, strings
[cy1999's solution](#)

153.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++ (first AC) · Tags: implementation, strings
[cy1999's solution](#)

154.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-03-10 · last AC: 2018-03-11 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[cy1999's solution](#)

155.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 900 · first AC: 2018-01-29 · GNU C++ (first AC) · Tags: implementation, strings
[cy1999's solution](#)

156.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: brute force, implementation, math
[cy1999's solution](#)

157.

916A

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

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · GNU C++ (first AC) · Tags: brute force, implementation, math
[cy1999's solution](#)

158.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++ (first AC) · Tags: implementation
[cy1999's solution](#)

159.

913A

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

Quality: 24,181 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: implementation, math
[cy1999's solution](#)

160.

903A

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

Quality: 15,518 global accepts · Rating: 900 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: greedy, implementation
[cy1999's solution](#)

161.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · GNU C++ (first AC) · Tags: implementation
[cy1999's solution](#)

162.

892A

[Greedy](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: greedy, implementation
[cy1999's solution](#)

163.

879A

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

Quality: 9,575 global accepts · Rating: 900 · first AC: 2017-10-26 · GNU C++ (first AC) · Tags: implementation
[cy1999's solution](#)

164.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,024 global accepts · Rating: 900 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: math
[cy1999's solution](#)

165.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: implementation
[cy1999's solution](#)

166.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[cy1999's solution](#)

167.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-21 · GNU C++ (first AC) · Tags: brute force, implementation
[cy1999's solution](#)

168.

2192B

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

Quality: 14,562 global accepts · Rating: 1000 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[cy1999's solution](#)

169.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation
[cy1999's solution](#)

170.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: strings

[cy1999's solution](#)

171.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[cy1999's solution](#)

172.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[cy1999's solution](#)

173.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cy1999's solution](#)

174.

1174A

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

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-03 · last AC: 2024-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[cy1999's solution](#)

175.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[cy1999's solution](#)

176.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2023-03-29 · last AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[cy1999's solution](#)

177.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2023-11-04 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cy1999's solution](#)

178.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-10-24 · last AC: 2023-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cy1999's solution](#)

179.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-10-19 · last AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[cy1999's solution](#)

180.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-10-19 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[cy1999's solution](#)

181.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-10-21 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cy1999's solution](#)

182.

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cy1999's solution](#)

183.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

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

[cy1999's solution](#)

184.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,426 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math

[cy1999's solution](#)

185.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,525 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math

[cy1999's solution](#)

186.

1256A

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

Quality: 32,436 global accepts · Rating: 1000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: math

[cy1999's solution](#)

187.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[cy1999's solution](#)

188.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math

[cy1999's solution](#)

189.

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[cy1999's solution](#)

190.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cy1999's solution](#)

191.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math
[cy1999's solution](#)

192.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: greedy, math
[cy1999's solution](#)

193.

1155A

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

Quality: 25,983 global accepts · Rating: 1000 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: implementation, sortings, strings
[cy1999's solution](#)

194.

1151A

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

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: brute force, strings
[cy1999's solution](#)

195.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[cy1999's solution](#)

196.

1144C

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

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2019-03-31 · Java 8 (first AC) · Tags: constructive algorithms, sortings
[cy1999's solution](#)

197.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation
[cy1999's solution](#)

198.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,486 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cy1999's solution](#)

199.

1133A

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

Quality: 19,708 global accepts · Rating: 1000 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: implementation
[cy1999's solution](#)

200.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: math, number theory
[cy1999's solution](#)

201.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: implementation

[cy1999's solution](#)

202.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: math

[cy1999's solution](#)

203.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[cy1999's solution](#)

204.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[cy1999's solution](#)

205.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[cy1999's solution](#)

206.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[cy1999's solution](#)

207.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[cy1999's solution](#)

208.

1020A

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

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[cy1999's solution](#)

209.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cy1999's solution](#)

210.

979A

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

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[cy1999's solution](#)

211.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1000 · first AC: 2018-04-29 · GNU C++ (first AC) · Tags: math, sortings

[cy1999's solution](#)

212.

958B1

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

Quality: 3,933 global accepts · Rating: 1000 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: implementation

[cy1999's solution](#)

213.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2018-02-07 · Python 3 (first AC) · Tags: implementation, strings

[cy1999's solution](#)

214.

920A

[Water The Garden](#) · [Tutorial](#)

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

[cy1999's solution](#)

215.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

[cy1999's solution](#)

216.

893B

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

Quality: 12,666 global accepts · Rating: 1000 · first AC: 2017-11-23 · GNU C++ (first AC) · Tags: brute force, implementation

[cy1999's solution](#)

217.

864B

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

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2017-09-25 · last AC: 2017-11-17 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[cy1999's solution](#)

218.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · GNU C++ (first AC) · Tags: —

[cy1999's solution](#)

219.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · GNU C++ (first AC) · Tags: brute force

[cy1999's solution](#)

220.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · GNU C++ (first AC) · Tags: greedy

[cy1999's solution](#)

221.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · GNU C++ (first AC) · Tags: implementation

[cy1999's solution](#)

222.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-26 · GNU C++ (first AC) · Tags: implementation, sortings

[cy1999's solution](#)

223.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2017-09-21 · GNU C++ (first AC) · Tags: greedy, implementation

[cy1999's solution](#)

224.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[cy1999's solution](#)

225.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[cy1999's solution](#)

226.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation
[cy1999's solution](#)

227.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[cy1999's solution](#)

228.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[cy1999's solution](#)

229.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2023-11-03 · last AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[cy1999's solution](#)

230.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-10-27 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cy1999's solution](#)

231.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-10-26 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[cy1999's solution](#)

232.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-10-25 · last AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers
[cy1999's solution](#)

233.

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks,

greedy, math

[cy1999's solution](#)

234.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[cy1999's solution](#)

235.

1566D1

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

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

[cy1999's solution](#)

236.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[cy1999's solution](#)

237.

1202A

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

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[cy1999's solution](#)

238.

1119A

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

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

[cy1999's solution](#)

239.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[cy1999's solution](#)

240.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 1100 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[cy1999's solution](#)

241.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation

[cy1999's solution](#)

242.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy

[cy1999's solution](#)

243.

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[cy1999's solution](#)

244.

987B

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

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-30 · GNU C++ (first AC) · Tags: math

[cy1999's solution](#)

245.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cy1999's solution](#)

246.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,981 global accepts · Rating: 1100 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cy1999's solution](#)

247.

975B

[Mancala](#) · [Tutorial](#)

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

[cy1999's solution](#)

248.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: implementation

[cy1999's solution](#)

249.

955A

[Feed the cat](#) · [Tutorial](#)

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

[cy1999's solution](#)

250.

950B

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

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

[cy1999's solution](#)

251.

946B

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

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

[cy1999's solution](#)

252.

919B

[Perfect Number](#) · [Tutorial](#)

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

[cy1999's solution](#)

253.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++ (first AC) · Tags: implementation

[cy1999's solution](#)

254.

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · last AC: 2017-12-27 · GNU C++ (first AC) · Tags: greedy, implementation

[cy1999's solution](#)

255.

877A

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

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2017-10-23 · GNU C++ (first AC) · Tags: implementation, strings

[cy1999's solution](#)

256.

869B

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

Quality: 15,558 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: math

[cy1999's solution](#)

257.

869A

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

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: brute force, implementation

[cy1999's solution](#)

258.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1200 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[cy1999's solution](#)

259.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[cy1999's solution](#)

260.

1352C

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

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cy1999's solution](#)

261.

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2024-05-12 · last AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cy1999's solution](#)

262.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-10-26 · last AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cy1999's solution](#)

263.

870B

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

Quality: 10,641 global accepts · Rating: 1200 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cy1999's solution](#)

264.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation

[cy1999's solution](#)

265.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[cy1999's solution](#)

266.

1582C

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

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[cy1999's solution](#)

267.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2023-10-20 · last AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[cy1999's solution](#)

268.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-10-25 · last AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cy1999's solution](#)

269.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2023-11-08 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cy1999's solution](#)

270.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-09-14 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[cy1999's solution](#)

271.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[cy1999's solution](#)

272.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · last AC: 2023-08-08 · GNU C++11 (first AC) · Tags: dp, greedy, math

[cy1999's solution](#)

273.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cy1999's solution](#)

274.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · last AC: 2022-10-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cy1999's solution](#)

275.

1734C

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

Quality: 28,645 global accepts · Rating: 1200 · first AC: 2022-09-23 · last AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cy1999's solution](#)

276.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[cy1999's solution](#)

277.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-09-04 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[cy1999's solution](#)

278.

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[cy1999's solution](#)

279.

1257C

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

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

[cy1999's solution](#)

280.

1205A

[Almost Equal](#) · [Tutorial](#)

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

[cy1999's solution](#)

281.

1200B

[Block Adventure](#) · [Tutorial](#)

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

[cy1999's solution](#)

282.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cy1999's solution](#)

283.

1185C1

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

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

[cy1999's solution](#)

284.

1185B

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

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, strings

[cy1999's solution](#)

285.

1174B

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

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: sortings

[cy1999's solution](#)

286.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation
[cy1999's solution](#)

287.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · Java 8 (first AC) · Tags: math
[cy1999's solution](#)

288.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation, strings
[cy1999's solution](#)

289.

1133B

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

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: math, number theory
[cy1999's solution](#)

290.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1200 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: sortings, two pointers
[cy1999's solution](#)

291.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · last AC: 2019-03-02 · GNU C++11 (first AC) · Tags: implementation
[cy1999's solution](#)

292.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, math
[cy1999's solution](#)

293.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[cy1999's solution](#)

294.

1097B

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

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp
[cy1999's solution](#)

295.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[cy1999's solution](#)

296.

1064B

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

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[cy1999's solution](#)

297.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[cy1999's solution](#)

298.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cy1999's solution](#)

299.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cy1999's solution](#)

300.

999C

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

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-21 · last AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cy1999's solution](#)

301.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cy1999's solution](#)

302.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[cy1999's solution](#)

303.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++ (first AC) · Tags: sortings
[cy1999's solution](#)

304.

958C1

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

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: brute force
[cy1999's solution](#)

305.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++ (first AC) · Tags: implementation
[cy1999's solution](#)

306.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[cy1999's solution](#)

307.

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++ (first AC) · Tags: brute force, greedy, sortings
[cy1999's solution](#)

308.

920B

[Tea Queue](#) · [Tutorial](#)

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

[cy1999's solution](#)

309.

914B

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

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: games, greedy, implementation

[cy1999's solution](#)

310.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,480 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[cy1999's solution](#)

311.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,466 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: implementation, trees

[cy1999's solution](#)

312.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, implementation

[cy1999's solution](#)

313.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,809 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[cy1999's solution](#)

314.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy

[cy1999's solution](#)

315.

903B

[The Modcrab](#) · [Tutorial](#)

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

[cy1999's solution](#)

316.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: greedy

[cy1999's solution](#)

317.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 1200 · first AC: 2017-11-26 · GNU C++ (first AC) · Tags: brute force, implementation

[cy1999's solution](#)

318.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[cy1999's solution](#)

319.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1200 · first AC: 2017-10-26 · GNU C++ (first AC) · Tags: data structures, implementation
[cy1999's solution](#)

320.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: brute force, math
[cy1999's solution](#)

321.

872B

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

Rating: 1200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: implementation
[cy1999's solution](#)

322.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2016-12-22 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry
[cy1999's solution](#)

323.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1300 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[cy1999's solution](#)

324.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1300 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[cy1999's solution](#)

325.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[cy1999's solution](#)

326.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[cy1999's solution](#)

327.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,098 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[cy1999's solution](#)

328.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers
[cy1999's solution](#)

329.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2023-11-10 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[cy1999's solution](#)

330.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-11-03 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[cy1999's solution](#)

331.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-10-26 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[cy1999's solution](#)

332.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cy1999's solution](#)

333.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[cy1999's solution](#)

334.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[cy1999's solution](#)

335.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[cy1999's solution](#)

336.

4C

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

Quality: 108,202 global accepts · Rating: 1300 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[cy1999's solution](#)

337.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[cy1999's solution](#)

338.

1650D

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

Quality: 14,726 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[cy1999's solution](#)

339.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cy1999's solution](#)

340.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cy1999's solution](#)

341.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: greedy

[cy1999's solution](#)

342.

1307B

[Cow and Friend](#) · [Tutorial](#)

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

[cy1999's solution](#)

343.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[cy1999's solution](#)

344.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[cy1999's solution](#)

345.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[cy1999's solution](#)

346.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[cy1999's solution](#)

347.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[cy1999's solution](#)

348.

1174C

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

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[cy1999's solution](#)

349.

1155C

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

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: math, number theory

[cy1999's solution](#)

350.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[cy1999's solution](#)

351.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[cy1999's solution](#)

352.

1100B

[Build a Contest](#) · [Tutorial](#)

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

[cy1999's solution](#)

353.

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[cy1999's solution](#)

354.

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cy1999's solution](#)

355.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cy1999's solution](#)

356.

1064C

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

Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cy1999's solution](#)

357.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[cy1999's solution](#)

358.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[cy1999's solution](#)

359.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[cy1999's solution](#)

360.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cy1999's solution](#)

361.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[cy1999's solution](#)

362.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[cy1999's solution](#)

363.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · last AC: 2018-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[cy1999's solution](#)

364.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[cy1999's solution](#)

365.

982B

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

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[cy1999's solution](#)

366.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: implementation, math
[cy1999's solution](#)

367.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math
[cy1999's solution](#)

368.

962B

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

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[cy1999's solution](#)

369.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++ (first AC) · Tags: implementation
[cy1999's solution](#)

370.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · GNU C++ (first AC) · Tags: greedy, strings
[cy1999's solution](#)

371.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar

[cy1999's solution](#)

372.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · last AC: 2018-02-08 · PyPy 3 (first AC) · Tags: brute force

[cy1999's solution](#)

373.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · Python 3 (first AC) · Tags: implementation

[cy1999's solution](#)

374.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · GNU C++ (first AC) · Tags: implementation

[cy1999's solution](#)

375.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, number theory

[cy1999's solution](#)

376.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1300 · first AC: 2017-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, math

[cy1999's solution](#)

377.

907A

[Masha and Bears](#) · [Tutorial](#)

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

[cy1999's solution](#)

378.

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · GNU C++ (first AC) · Tags: math, number theory

[cy1999's solution](#)

379.

897B

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

Quality: 7,551 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: brute force

[cy1999's solution](#)

380.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2017-11-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[cy1999's solution](#)

381.

890C

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

Rating: 1300 · first AC: 2017-11-12 · GNU C++ (first AC) · Tags: greedy, implementation, trees

[cy1999's solution](#)

382.

876B

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

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: implementation, math, number theory

[cy1999's solution](#)

383.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[cy1999's solution](#)

384.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[cy1999's solution](#)

385.

1701C

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

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2023-11-07 · last AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[cy1999's solution](#)

386.

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · last AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[cy1999's solution](#)

387.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · last AC: 2024-06-01 · GNU C++ (first AC) · Tags: binary search

[cy1999's solution](#)

388.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2024-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cy1999's solution](#)

389.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2024-04-27 · last AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cy1999's solution](#)

390.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2024-04-19 · last AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cy1999's solution](#)

391.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2023-11-04 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[cy1999's solution](#)

392.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-10-21 · last AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[cy1999's solution](#)

393.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · last AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[cy1999's solution](#)

394.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-10-24 · last AC: 2023-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cy1999's solution](#)

395.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-10-20 · last AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[cy1999's solution](#)

396.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2023-11-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[cy1999's solution](#)

397.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[cy1999's solution](#)

398.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cy1999's solution](#)

399.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cy1999's solution](#)

400.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[cy1999's solution](#)

401.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[cy1999's solution](#)

402.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[cy1999's solution](#)

403.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cy1999's solution](#)

404.

1200C

[Round Corridor](#) · [Tutorial](#)

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

[cy1999's solution](#)

405.

1197C

[Array Splitting](#) · [Tutorial](#)

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

[cy1999's solution](#)

406.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp

[cy1999's solution](#)

407.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation, two pointers

[cy1999's solution](#)

408.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[cy1999's solution](#)

409.

1144D

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

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-03-31 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[cy1999's solution](#)

410.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[cy1999's solution](#)

411.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[cy1999's solution](#)

412.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[cy1999's solution](#)

413.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[cy1999's solution](#)

414.

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[cy1999's solution](#)

415.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cy1999's solution](#)

416.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: greedy
[cy1999's solution](#)

417.

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cy1999's solution](#)

418.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[cy1999's solution](#)

419.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,063 global accepts · Rating: 1400 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[cy1999's solution](#)

420.

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · GNU C++ (first AC) · Tags: dfs and similar, math, sortings
[cy1999's solution](#)

421.

958D1

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

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: expression parsing, math
[cy1999's solution](#)

422.

958A1

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

Quality: 1,855 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: implementation
[cy1999's solution](#)

423.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++ (first AC) · Tags: brute force, implementation, math
[cy1999's solution](#)

424.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-23 · GNU C++ (first AC) · Tags: implementation, strings
[cy1999's solution](#)

425.

937B

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

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-25 · GNU C++ (first AC) · Tags: brute force, math, number theory
[cy1999's solution](#)

426.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++ (first AC) · Tags: dp, greedy
[cy1999's solution](#)

427.

920C

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

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · GNU C++ (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers
[cy1999's solution](#)

428.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,335 global accepts · Rating: 1400 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[cy1999's solution](#)

429.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: implementation
[cy1999's solution](#)

430.

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2017-11-09 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers
[cy1999's solution](#)

431.

867B

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-10-04 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math
[cy1999's solution](#)

432.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,744 global accepts · Rating: 1500 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[cy1999's solution](#)

433.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2024-05-23 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math
[cy1999's solution](#)

434.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search
[cy1999's solution](#)

435.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · last AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[cy1999's solution](#)

436.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-11-03 · last AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[cy1999's solution](#)

437.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-11-03 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[cy1999's solution](#)

438.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-10-26 · last AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[cy1999's solution](#)

439.

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cy1999's solution](#)

440.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1500 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cy1999's solution](#)

441.

855B

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

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-25 · last AC: 2023-08-08 · GNU C++ (first AC) · Tags: brute force, data structures, dp

[cy1999's solution](#)

442.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cy1999's solution](#)

443.

340D

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

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[cy1999's solution](#)

444.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[cy1999's solution](#)

445.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings
[cy1999's solution](#)

446.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[cy1999's solution](#)

447.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[cy1999's solution](#)

448.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[cy1999's solution](#)

449.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[cy1999's solution](#)

450.

1195D1

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

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[cy1999's solution](#)

451.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cy1999's solution](#)

452.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cy1999's solution](#)

453.

1141C

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Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[cy1999's solution](#)

454.

1133D

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Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: hashing, math, number theory
[cy1999's solution](#)

455.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[cy1999's solution](#)

456.

1106D

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

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[cy1999's solution](#)

457.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[cy1999's solution](#)

458.

1101E

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

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

[cy1999's solution](#)

459.

1101C

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

Quality: 12,041 global accepts · Rating: 1500 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: sortings

[cy1999's solution](#)

460.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[cy1999's solution](#)

461.

1081C

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Quality: 8,559 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cy1999's solution](#)

462.

1081B

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Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cy1999's solution](#)

463.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,381 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[cy1999's solution](#)

464.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[cy1999's solution](#)

465.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cy1999's solution](#)

466.

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cy1999's solution](#)

467.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[cy1999's solution](#)

468.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[cy1999's solution](#)

469.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[cy1999's solution](#)

470.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cy1999's solution](#)

471.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[cy1999's solution](#)

472.

977E

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

Quality: 25,624 global accepts · Rating: 1500 · first AC: 2018-05-06 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs
[cy1999's solution](#)

473.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,644 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[cy1999's solution](#)

474.

958F1

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

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: implementation
[cy1999's solution](#)

475.

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++ (first AC) · Tags: data structures, greedy, sortings
[cy1999's solution](#)

476.

931D

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

Rating: 1500 · first AC: 2018-03-04 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
[cy1999's solution](#)

477.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, strings
[cy1999's solution](#)

478.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math
[cy1999's solution](#)

479.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-20 · GNU C++ (first AC) · Tags: constructive algorithms
[cy1999's solution](#)

480.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1500 · first AC: 2017-10-23 · GNU C++ (first AC) · Tags: brute force, dp
[cy1999's solution](#)

481.

876D

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

Rating: 1500 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: dsu, implementation, sortings, trees, two pointers
[cy1999's solution](#)

482.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[cy1999's solution](#)

483.

864D

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

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-28 · GNU C++ (first AC) · Tags: greedy, implementation, math
[cy1999's solution](#)

484.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-27 · GNU C++ (first AC) · Tags: greedy, implementation, math
[cy1999's solution](#)

485.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,938 global accepts · Rating: 1500 · first AC: 2017-09-21 · GNU C++ (first AC) · Tags: brute force, greedy, sortings
[cy1999's solution](#)

486.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2024-05-30 · last AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[cy1999's solution](#)

487.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[cy1999's solution](#)

488.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cy1999's solution](#)

489.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-10-21 · last AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[cy1999's solution](#)

490.

1849C

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

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-10-19 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[cy1999's solution](#)

491.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2023-11-09 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[cy1999's solution](#)

492.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,812 global accepts · Rating: 1600 · first AC: 2023-09-14 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[cy1999's solution](#)

493.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2023-04-17 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cy1999's solution](#)

494.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-09-26 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[cy1999's solution](#)

495.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[cy1999's solution](#)

496.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2022-10-10 · last AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cy1999's solution](#)

497.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · last AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[cy1999's solution](#)

498.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-18 · last AC: 2022-10-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[cy1999's solution](#)

499.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-08-23 · last AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[cy1999's solution](#)

500.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: math, number theory

[cy1999's solution](#)

501.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[cy1999's solution](#)

502.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[cy1999's solution](#)

503.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[cy1999's solution](#)

504.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[cy1999's solution](#)

505.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cy1999's solution](#)

506.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cy1999's solution](#)

507.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: trees

[cy1999's solution](#)

508.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,989 global accepts · Rating: 1600 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: number theory

[cy1999's solution](#)

509.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[cy1999's solution](#)

510.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,174 global accepts · Rating: 1600 · first AC: 2019-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[cy1999's solution](#)

511.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,402 global accepts · Rating: 1600 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[cy1999's solution](#)

512.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · last AC: 2019-03-13 · GNU C++11 (first AC) · Tags: implementation, sortings

[cy1999's solution](#)

513.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[cy1999's solution](#)

514.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: graphs

[cy1999's solution](#)

515.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[cy1999's solution](#)

516.

1096C

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Quality: 7,240 global accepts · Rating: 1600 · first AC: 2018-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry

[cy1999's solution](#)

517.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation

[cy1999's solution](#)

518.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cy1999's solution](#)

519.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[cy1999's solution](#)

520.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
[cy1999's solution](#)

521.

1046H

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Rating: 1600 · first AC: 2018-09-22 · last AC: 2018-09-22 · GNU C++11 (first AC) · Tags: bitmasks, hashing
[cy1999's solution](#)

522.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cy1999's solution](#)

523.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[cy1999's solution](#)

524.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[cy1999's solution](#)

525.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-01 · GNU C++ (first AC) · Tags: graphs, shortest paths
[cy1999's solution](#)

526.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[cy1999's solution](#)

527.

967C

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

Rating: 1600 · first AC: 2018-04-29 · GNU C++ (first AC) · Tags: binary search
[cy1999's solution](#)

528.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: brute force, geometry, greedy, math
[cy1999's solution](#)

529.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++ (first AC) · Tags: data structures, implementation
[cy1999's solution](#)

530.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths
[cy1999's solution](#)

531.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: binary search, data structures
[cy1999's solution](#)

532.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[cy1999's solution](#)

533.

931E

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-05 · GNU C++ (first AC) · Tags: implementation, math, probabilities
[cy1999's solution](#)

534.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1600 · first AC: 2018-02-24 · GNU C++ (first AC) · Tags: binary search, implementation
[cy1999's solution](#)

535.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++ (first AC) · Tags: binary search, two pointers
[cy1999's solution](#)

536.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings
[cy1999's solution](#)

537.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[cy1999's solution](#)

538.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-02-08 · PyPy 3 (first AC) · Tags: brute force, number theory
[cy1999's solution](#)

539.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: bitmasks, implementation, strings
[cy1999's solution](#)

540.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,506 global accepts · Rating: 1600 · first AC: 2017-11-09 · GNU C++ (first AC) · Tags: combinatorics, dp, math
[cy1999's solution](#)

541.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-27 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[cy1999's solution](#)

542.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · GNU C++ (first AC) · Tags: greedy, two pointers

[cy1999's solution](#)

543.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2026-04-17 · last AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[cy1999's solution](#)

544.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[cy1999's solution](#)

545.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cy1999's solution](#)

546.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[cy1999's solution](#)

547.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[cy1999's solution](#)

548.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[cy1999's solution](#)

549.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-10-19 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[cy1999's solution](#)

550.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2023-11-07 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[cy1999's solution](#)

551.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2023-11-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[cy1999's solution](#)

552.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[cy1999's solution](#)

553.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-10-27 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[cy1999's solution](#)

554.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-10-26 · last AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[cy1999's solution](#)

555.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cy1999's solution](#)

556.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1700 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cy1999's solution](#)

557.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[cy1999's solution](#)

558.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-09-26 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[cy1999's solution](#)

559.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-10-10 · last AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[cy1999's solution](#)

560.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[cy1999's solution](#)

561.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy

[cy1999's solution](#)

562.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[cy1999's solution](#)

563.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[cy1999's solution](#)

564.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[cy1999's solution](#)

565.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[cy1999's solution](#)

566.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[cy1999's solution](#)

567.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cy1999's solution](#)

568.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[cy1999's solution](#)

569.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[cy1999's solution](#)

570.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, math

[cy1999's solution](#)

571.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math
[cy1999's solution](#)

572.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-22 · last AC: 2019-04-22 · GNU C++11 (first AC) · Tags: bitmasks, graphs, interactive

[cy1999's solution](#)

573.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[cy1999's solution](#)

574.

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: brute force

[cy1999's solution](#)

575.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · last AC: 2019-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cy1999's solution](#)

576.

1118D1

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

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-02-19 · last AC: 2019-03-02 · GNU C++11 (first AC) · Tags: brute force, greedy

[cy1999's solution](#)

577.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy

[cy1999's solution](#)

578.

1118D2

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

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: binary search, greedy

[cy1999's solution](#)

579.

1102E

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: combinatorics, sortings

[cy1999's solution](#)

580.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[cy1999's solution](#)

581.

1086B

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

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[cy1999's solution](#)

582.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[cy1999's solution](#)

583.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,331 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[cy1999's solution](#)

584.

1066E

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

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[cy1999's solution](#)

585.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cy1999's solution](#)

586.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[cy1999's solution](#)

587.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[cy1999's solution](#)

588.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[cy1999's solution](#)

589.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cy1999's solution](#)

590.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[cy1999's solution](#)

591.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[cy1999's solution](#)

592.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2018-05-06 · GNU C++ (first AC) · Tags: dp

[cy1999's solution](#)

593.

967D

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

Rating: 1700 · first AC: 2018-04-29 · GNU C++ (first AC) · Tags: binary search, sortings

[cy1999's solution](#)

594.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[cy1999's solution](#)

595.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation

[cy1999's solution](#)

596.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · GNU C++ (first AC) · Tags: implementation, math

[cy1999's solution](#)

597.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-25 · GNU C++ (first AC) · Tags: math

[cy1999's solution](#)

598.

938C

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

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++ (first AC) · Tags: binary search, brute force, constructive algorithms

[cy1999's solution](#)

599.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: brute force, data structures, math

[cy1999's solution](#)

600.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-27 · last AC: 2017-11-27 · GNU C++ (first AC) · Tags: binary search, math, sortings, two pointers

[cy1999's solution](#)

601.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,557 global accepts · Rating: 1800 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[cy1999's solution](#)

602.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[cy1999's solution](#)

603.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-04-05 · last AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[cy1999's solution](#)

604.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,936 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[cy1999's solution](#)

605.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2023-11-04 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[cy1999's solution](#)

606.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-10-21 · last AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[cy1999's solution](#)

607.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-10-19 · last AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cy1999's solution](#)

608.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[cy1999's solution](#)

609.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[cy1999's solution](#)

610.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[cy1999's solution](#)

611.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[cy1999's solution](#)

612.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[cy1999's solution](#)

613.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-08-08 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[cy1999's solution](#)

614.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[cy1999's solution](#)

615.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2023-08-06 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[cy1999's solution](#)

616.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-08-04 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[cy1999's solution](#)

617.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-08-04 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cy1999's solution](#)

618.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[cy1999's solution](#)

619.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[cy1999's solution](#)

620.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · last AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[cy1999's solution](#)

621.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2022-09-26 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[cy1999's solution](#)

622.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2022-09-28 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number

theory

[cy1999's solution](#)

623.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-04-26 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[cy1999's solution](#)

624.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-09-26 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
[cy1999's solution](#)

625.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-09-26 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
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626.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2022-09-26 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[cy1999's solution](#)

627.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[cy1999's solution](#)

628.

543A

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Quality: 8,838 global accepts · Rating: 1800 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp
[cy1999's solution](#)

629.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
[cy1999's solution](#)

630.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,910 global accepts · Rating: 1800 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy
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631.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-09-30 · last AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy
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632.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cy1999's solution](#)

633.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[cy1999's solution](#)

634.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · last AC: 2022-09-22 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[cy1999's solution](#)

635.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-09 · Clang++17 Diagnostics (first AC) · Tags: constructive algorithms, dp, games, two pointers

[cy1999's solution](#)

636.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[cy1999's solution](#)

637.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[cy1999's solution](#)

638.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[cy1999's solution](#)

639.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cy1999's solution](#)

640.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[cy1999's solution](#)

641.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cy1999's solution](#)

642.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,166 global accepts · Rating: 1800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[cy1999's solution](#)

643.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cy1999's solution](#)

644.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[cy1999's solution](#)

645.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: games

[cy1999's solution](#)

646.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[cy1999's solution](#)

647.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[cy1999's solution](#)

648.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[cy1999's solution](#)

649.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[cy1999's solution](#)

650.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: dp, sortings, two pointers

[cy1999's solution](#)

651.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy

[cy1999's solution](#)

652.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,714 global accepts · Rating: 1800 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[cy1999's solution](#)

653.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: dp, implementation, math, number theory
[cy1999's solution](#)

654.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dp
[cy1999's solution](#)

655.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[cy1999's solution](#)

656.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-14 · last AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[cy1999's solution](#)

657.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[cy1999's solution](#)

658.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math
[cy1999's solution](#)

659.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[cy1999's solution](#)

660.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[cy1999's solution](#)

661.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math
[cy1999's solution](#)

662.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[cy1999's solution](#)

663.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cy1999's solution](#)

664.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cy1999's solution](#)

665.

911D

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Quality: 5,109 global accepts · Rating: 1800 · first AC: 2017-12-28 · GNU C++ (first AC) · Tags: brute force, math

[cy1999's solution](#)

666.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-20 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[cy1999's solution](#)

667.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-10-11 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[cy1999's solution](#)

668.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2017-09-22 · GNU C++ (first AC) · Tags: data structures, implementation

[cy1999's solution](#)

669.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-22 · GNU C++ (first AC) · Tags: graphs, implementation

[cy1999's solution](#)

670.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[cy1999's solution](#)

671.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2023-10-15 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[cy1999's solution](#)

672.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-11-03 · last AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[cy1999's solution](#)

673.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-10-26 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[cy1999's solution](#)

674.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2023-11-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[cy1999's solution](#)

675.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-11-08 · last AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[cy1999's solution](#)

676.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[cy1999's solution](#)

677.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-15 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[cy1999's solution](#)

678.

1819B

[The Butcher](#) · [Tutorial](#)

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[cy1999's solution](#)

679.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[cy1999's solution](#)

680.

149D

[Coloring Brackets](#) · [Tutorial](#)

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2023-08-09 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cy1999's solution](#)

681.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2023-08-02 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[cy1999's solution](#)

682.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cy1999's solution](#)

683.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2023-08-02 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cy1999's solution](#)

684.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cy1999's solution](#)

685.

1627D

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Quality: 9,371 global accepts · Rating: 1900 · first AC: 2023-08-05 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[cy1999's solution](#)

686.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2023-08-01 · last AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[cy1999's solution](#)

687.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,187 global accepts · Rating: 1900 · first AC: 2023-08-03 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[cy1999's solution](#)

688.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2023-07-31 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[cy1999's solution](#)

689.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cy1999's solution](#)

690.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[cy1999's solution](#)

691.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · last AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[cy1999's solution](#)

692.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-09-08 · last AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[cy1999's solution](#)

693.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[cy1999's solution](#)

694.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,724 global accepts · Rating: 1900 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[cy1999's solution](#)

695.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · last AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[cy1999's solution](#)

696.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[cy1999's solution](#)

697.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[cy1999's solution](#)

698.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cy1999's solution](#)

699.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,404 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[cy1999's solution](#)

700.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[cy1999's solution](#)

701.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[cy1999's solution](#)

702.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[cy1999's solution](#)

703.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, implementation

[cy1999's solution](#)

704.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[cy1999's solution](#)

705.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,670 global accepts · Rating: 1900 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[cy1999's solution](#)

706.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[cy1999's solution](#)

707.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[cy1999's solution](#)

708.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,454 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[cy1999's solution](#)

709.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[cy1999's solution](#)

710.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[cy1999's solution](#)

711.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[cy1999's solution](#)

712.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[cy1999's solution](#)

713.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[cy1999's solution](#)

714.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: dp, dsu, trees

[cy1999's solution](#)

715.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[cy1999's solution](#)

716.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[cy1999's solution](#)

717.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[cy1999's solution](#)

718.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cy1999's solution](#)

719.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[cy1999's solution](#)

720.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[cy1999's solution](#)

721.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation

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722.

1092F

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Quality: 10,847 global accepts · Rating: 1900 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

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723.

1081E

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724.

1089F

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725.

1064E

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[cy1999's solution](#)

726.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy, math

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727.

893D

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[cy1999's solution](#)

728.

894C

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Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · GNU C++ (first AC) · Tags: constructive algorithms, math

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729.

1941G

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730.

1841D

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731.

1680E

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732.

1716D

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Quality: 6,137 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

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733.

1716C

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734.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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735.

1783D

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Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[cy1999's solution](#)

736.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[cy1999's solution](#)

737.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · last AC: 2023-08-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[cy1999's solution](#)

738.

1132F

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Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-05 · last AC: 2023-08-09 · GNU C++11 (first AC) · Tags: dp
[cy1999's solution](#)

739.

1624F

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Quality: 3,803 global accepts · Rating: 2000 · first AC: 2023-08-02 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[cy1999's solution](#)

740.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2023-08-01 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cy1999's solution](#)

741.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-08-01 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
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742.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-07-30 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cy1999's solution](#)

743.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[cy1999's solution](#)

744.

803F

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

Quality: 4,642 global accepts · Rating: 2000 · first AC: 2022-10-09 · last AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory
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745.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2023-05-29 · last AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp
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746.

1558C

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[cy1999's solution](#)

747.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[cy1999's solution](#)

748.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms
[cy1999's solution](#)

749.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2022-10-09 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
[cy1999's solution](#)

750.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · last AC: 2023-05-29 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings
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751.

1718B

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-09-08 · last AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[cy1999's solution](#)

752.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[cy1999's solution](#)

753.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[cy1999's solution](#)

754.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[cy1999's solution](#)

755.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2019-08-11 · last AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[cy1999's solution](#)

756.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[cy1999's solution](#)

757.

1311D

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Quality: 9,904 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[cy1999's solution](#)

758.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 2000 · first AC: 2022-09-27 · last AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[cy1999's solution](#)

759.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[cy1999's solution](#)

760.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2022-09-22 · last AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[cy1999's solution](#)

761.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 2000 · first AC: 2019-11-13 · last AC: 2022-09-22 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[cy1999's solution](#)

762.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2019-01-11 · last AC: 2022-09-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[cy1999's solution](#)

763.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2017-12-12 · last AC: 2022-09-22 · GNU C++ (first AC) · Tags: bitmasks, combinatorics,

dp, math, number theory

[cy1999's solution](#)

764.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cy1999's solution](#)

765.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[cy1999's solution](#)

766.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[cy1999's solution](#)

767.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings, strings

[cy1999's solution](#)

768.

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[cy1999's solution](#)

769.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: dp, two pointers

[cy1999's solution](#)

770.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[cy1999's solution](#)

771.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[cy1999's solution](#)

772.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[cy1999's solution](#)

773.

1190D

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Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings,

two pointers

[cy1999's solution](#)

774.

1185E

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Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[cy1999's solution](#)

775.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[cy1999's solution](#)

776.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[cy1999's solution](#)

777.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[cy1999's solution](#)

778.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[cy1999's solution](#)

779.

975D

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Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · last AC: 2018-05-01 · GNU C++ (first AC) · Tags: geometry, math

[cy1999's solution](#)

780.

895C

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Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-30 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[cy1999's solution](#)

781.

892D

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Rating: 2000 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[cy1999's solution](#)

782.

890D

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-15 · GNU C++ (first AC) · Tags: graphs, greedy, strings

[cy1999's solution](#)

783.

863E

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Quality: 4,063 global accepts · Rating: 2000 · first AC: 2017-09-26 · GNU C++ (first AC) · Tags: data structures, sortings

[cy1999's solution](#)

784.

2205E

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Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[cy1999's solution](#)

785.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[cy1999's solution](#)

786.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[cy1999's solution](#)

787.

2004E

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Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, math, number theory

[cy1999's solution](#)

788.

1896E

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Quality: 2,745 global accepts · Rating: 2100 · first AC: 2023-11-25 · last AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[cy1999's solution](#)

789.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-10-31 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[cy1999's solution](#)

790.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math

[cy1999's solution](#)

791.

1876C

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[cy1999's solution](#)

792.

372C

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Quality: 4,932 global accepts · Rating: 2100 · first AC: 2023-08-13 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[cy1999's solution](#)

793.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-04-22 · last AC: 2023-08-09 · GNU C++11 (first AC) · Tags: brute force, dp, math,

number theory, trees

[cy1999's solution](#)

794.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2023-08-08 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cy1999's solution](#)

795.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2023-08-03 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[cy1999's solution](#)

796.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2022-09-14 · last AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[cy1999's solution](#)

797.

1499D

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

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2023-08-06 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[cy1999's solution](#)

798.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · last AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[cy1999's solution](#)

799.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2023-08-02 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[cy1999's solution](#)

800.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2023-08-02 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[cy1999's solution](#)

801.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2023-07-30 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[cy1999's solution](#)

802.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cy1999's solution](#)

803.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[cy1999's solution](#)

804.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2019-02-19 · last AC: 2023-04-28 · GNU C++11 (first AC) · Tags: dp, math, matrices

[cy1999's solution](#)

805.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-09-22 · last AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[cy1999's solution](#)

806.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2023-04-20 · last AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[cy1999's solution](#)

807.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2022-09-30 · last AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[cy1999's solution](#)

808.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[cy1999's solution](#)

809.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[cy1999's solution](#)

810.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2022-09-15 · last AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[cy1999's solution](#)

811.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[cy1999's solution](#)

812.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[cy1999's solution](#)

813.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[cy1999's solution](#)

814.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · last AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[cy1999's solution](#)

815.

1240C

[Paint the Tree](#) · [Tutorial](#)

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816.

1218I

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817.

1204D2

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818.

1195E

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819.

1184E2

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820.

1184A2

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821.

1185G1

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822.

1152D

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823.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math
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824.

976E

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Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-04-30 · GNU C++ (first AC) · Tags: greedy, sortings
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825.

2039E

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Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math
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826.

1657E

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827.

1721E

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828.

1837E

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829.

1841E

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Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-10-27 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
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830.

1860D

[Balanced String](#) · [Tutorial](#)

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831.

505D

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832.

71E

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833.

11D

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Quality: 6,392 global accepts · Rating: 2200 · first AC: 2022-10-09 · last AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs

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834.

922E

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Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

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835.

1110D

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836.

1717E

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837.

868D

[Huge Strings](#) · [Tutorial](#)

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[cy1999's solution](#)

838.

1575K

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Quality: 798 global accepts · Rating: 2200 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cy1999's solution](#)

839.

1461E

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840.

946E

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841.

1854B

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842.

628D

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Quality: 8,287 global accepts · Rating: 2200 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cy1999's solution](#)

843.

1666I

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1003F

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1542D

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849.

1437E

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1196F

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851.

1615D

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1641C

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1635E

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854.

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855.

1562D2

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1208E

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857.

1184B2

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859.

908D

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860.

1149B

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861.

1157G

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863.

280C

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1140E

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559C

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1117E

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1110E

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868.

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1070A

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870.

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871.

1540B

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785D

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660E

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1849E

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878.

1861E

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879.

915G

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880.

788C

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881.

1396C

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882.

883C

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883.

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884.

1093G

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885.

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887.

1322C

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723F

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890.

1314D

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891.

1204E

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Quality: 2,071 global accepts · Rating: 2300 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

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892.

1197E

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Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · last AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

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893.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[cy1999's solution](#)

894.

1156F

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Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dp, math, probabilities

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895.

1151F

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Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, probabilities

[cy1999's solution](#)

896.

1132E

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Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy

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897.

1101G

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Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-02-26 · GNU C++11 (first AC) · Tags: math, matrices

[cy1999's solution](#)

898.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[cy1999's solution](#)

899.

451E

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Quality: 4,545 global accepts · Rating: 2300 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[cy1999's solution](#)

900.

1046I

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Quality: 574 global accepts · Rating: 2300 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[cy1999's solution](#)

901.

996E

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Rating: 2300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[cy1999's solution](#)

902.

985F

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Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-24 · last AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

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903.

632E

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904.

266D

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Quality: 991 global accepts · Rating: 2400 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, shortest paths

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905.

1036F

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Quality: 1,858 global accepts · Rating: 2400 · first AC: 2019-07-08 · last AC: 2024-01-06 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

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906.

58E

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Quality: 463 global accepts · Rating: 2400 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

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907.

1697E

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Quality: 1,450 global accepts · Rating: 2400 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

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908.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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909.

1709E

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Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

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910.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[cy1999's solution](#)

911.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[cy1999's solution](#)

912.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[cy1999's solution](#)

913.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2023-10-07 · Clang++17 Diagnostics (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[cy1999's solution](#)

914.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[cy1999's solution](#)

915.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[cy1999's solution](#)

916.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2023-09-09 · last AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[cy1999's solution](#)

917.

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-09-07 · last AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[cy1999's solution](#)

918.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[cy1999's solution](#)

919.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[cy1999's solution](#)

920.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-14 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[cy1999's solution](#)

921.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2023-08-13 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[cy1999's solution](#)

922.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[cy1999's solution](#)

923.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2023-08-01 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[cy1999's solution](#)

924.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[cy1999's solution](#)

925.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-09-24 · last AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[cy1999's solution](#)

926.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2018-11-29 · last AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[cy1999's solution](#)

927.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-29 · last AC: 2023-02-01 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft

[cy1999's solution](#)

928.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[cy1999's solution](#)

929.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[cy1999's solution](#)

930.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[cy1999's solution](#)

931.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[cy1999's solution](#)

932.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[cy1999's solution](#)

933.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: dp, math

[cy1999's solution](#)

934.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2400 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: divide and conquer, fft, graphs

[cy1999's solution](#)

935.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: dp

[cy1999's solution](#)

936.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[cy1999's solution](#)

937.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2018-09-19 · last AC: 2024-03-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[cy1999's solution](#)

938.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2023-10-15 · last AC: 2024-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[cy1999's solution](#)

939.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2019-07-08 · last AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[cy1999's solution](#)

940.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2019-06-04 · last AC: 2024-01-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[cy1999's solution](#)

941.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2023-11-08 · last AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[cy1999's solution](#)

942.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[cy1999's solution](#)

943.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[cy1999's solution](#)

944.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[cy1999's solution](#)

945.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[cy1999's solution](#)

946.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cy1999's solution](#)

947.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2023-08-13 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[cy1999's solution](#)

948.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[cy1999's solution](#)

949.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[cy1999's solution](#)

950.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[cy1999's solution](#)

951.

868F

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

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[cy1999's solution](#)

952.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2500 · first AC: 2020-02-23 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[cy1999's solution](#)

953.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2022-10-11 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cy1999's solution](#)

954.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-10-10 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[cy1999's solution](#)

955.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[cy1999's solution](#)

956.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[cy1999's solution](#)

957.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[cy1999's solution](#)

958.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[cy1999's solution](#)

959.

614E

[Necklace](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cy1999's solution](#)

960.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: divide and conquer, fft

[cy1999's solution](#)

961.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cy1999's solution](#)

962.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[cy1999's solution](#)

963.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-10-15 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[cy1999's solution](#)

964.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-09-23 · last AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[cy1999's solution](#)

965.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2023-09-21 · last AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[cy1999's solution](#)

966.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2023-11-09 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[cy1999's solution](#)

967.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cy1999's solution](#)

968.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[cy1999's solution](#)

969.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[cy1999's solution](#)

970.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2600 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cy1999's solution](#)

971.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2023-08-14 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[cy1999's solution](#)

972.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[cy1999's solution](#)

973.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2022-10-11 · last AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[cy1999's solution](#)

974.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[cy1999's solution](#)

975.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[cy1999's solution](#)

976.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp

[cy1999's solution](#)

977.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[cy1999's solution](#)

978.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, hashing

[cy1999's solution](#)

979.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[cy1999's solution](#)

980.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2018-07-24 · last AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[cy1999's solution](#)

981.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[cy1999's solution](#)

982.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2023-10-19 · last AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[cy1999's solution](#)

983.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[cy1999's solution](#)

984.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cy1999's solution](#)

985.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[cy1999's solution](#)

986.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-10-15 · last AC: 2024-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[cy1999's solution](#)

987.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[cy1999's solution](#)

988.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · last AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[cy1999's solution](#)

989.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[cy1999's solution](#)

990.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2023-08-07 · last AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[cy1999's solution](#)

991.

138E

[Hellish Constraints](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2023-11-14 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, two pointers

[cy1999's solution](#)

992.

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[cy1999's solution](#)

993.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2900 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cy1999's solution](#)

994.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory, probabilities

[cy1999's solution](#)

995.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-11-16 · last AC: 2024-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, matrices

[cy1999's solution](#)

996.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2023-11-14 · last AC: 2024-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings, trees

[cy1999's solution](#)

997.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[cy1999's solution](#)

998.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-10-17 · last AC: 2024-03-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[cy1999's solution](#)

999.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2023-10-17 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[cy1999's solution](#)

1000.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-10-19 · last AC: 2024-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[cy1999's solution](#)

1001.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[cy1999's solution](#)

1002.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[cy1999's solution](#)

1003.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[cy1999's solution](#)

1004.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy

[cy1999's solution](#)

1005.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[cy1999's solution](#)

1006.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[cy1999's solution](#)

1007.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[cy1999's solution](#)

1008.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cy1999's solution](#)

1009.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[cy1999's solution](#)

1010.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[cy1999's solution](#)

1011.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[cy1999's solution](#)

1012.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[cy1999's solution](#)

1013.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[cy1999's solution](#)

1014.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[cy1999's solution](#)

1015.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[cy1999's solution](#)

1016.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry

[cy1999's solution](#)

1017.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[cy1999's solution](#)

1018.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[cy1999's solution](#)

1019.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[cy1999's solution](#)

1020.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-09-06 · last AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[cy1999's solution](#)

1021.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[cy1999's solution](#)

1022.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[cy1999's solution](#)

1023.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-07-28 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[cy1999's solution](#)

1024.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-10-17 · last AC: 2024-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, strings

[cy1999's solution](#)

1025.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2023-10-17 · last AC: 2024-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cy1999's solution](#)

1026.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, probabilities

[cy1999's solution](#)

1027.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[cy1999's solution](#)

1028.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[cy1999's solution](#)

1029.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-11-15 · last AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[cy1999's solution](#)

1030.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-11-12 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cy1999's solution](#)

1031.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[cy1999's solution](#)

1032.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-11-09 · last AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[cy1999's solution](#)

1033.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-11-06 · last AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[cy1999's solution](#)

1034.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-11-01 · last AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[cy1999's solution](#)

1035.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[cy1999's solution](#)

1036.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-10-20 · last AC: 2024-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[cy1999's solution](#)

1037.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-10-18 · last AC: 2024-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[cy1999's solution](#)

1038.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-09-21 · last AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[cy1999's solution](#)

1039.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-02-20 · last AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[cy1999's solution](#)

1040.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2023-11-09 · last AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[cy1999's solution](#)

1041.

1416E

[Split](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3200 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[cy1999's solution](#)

1042.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[cy1999's solution](#)

1043.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[cy1999's solution](#)

1044.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-10-21 · last AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[cy1999's solution](#)

1045.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cy1999's solution](#)

1046.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[cy1999's solution](#)

1047.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[cy1999's solution](#)

1048.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-10-18 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[cy1999's solution](#)

1049.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures

[cy1999's solution](#)

1050.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[cy1999's solution](#)

1051.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-11-02 · last AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[cy1999's solution](#)

1052.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2023-10-30 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[cy1999's solution](#)

1053.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry

[cy1999's solution](#)

1054.

901E

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[cy1999's solution](#)

1055.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[cy1999's solution](#)

1056.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2023-10-27 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[cy1999's solution](#)

1057.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2023-10-24 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[cy1999's solution](#)

1058.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[cy1999's solution](#)

1059.

1641F

[Covering Circle](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[cy1999's solution](#)

1060.

2220D1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[cy1999's solution](#)

1061.

2220D2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[cy1999's solution](#)

1062.

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[cy1999's solution](#)

1063.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[cy1999's solution](#)

1064.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,151 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[cy1999's solution](#)

1065.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1066.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1067.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1068.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1069.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1070.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[cy1999's solution](#)

1071.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[cy1999's solution](#)

1072.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[cy1999's solution](#)

1073.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1074.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1075.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1076.

101191I

[Silver table](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1077.

101191E

[Interval divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1078.

101191K

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1079.

101191C

[Ancient CBS](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1080.

101191F

[A trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1081.

101191B

[Birches](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1082.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-10-08 · last AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[cy1999's solution](#)

1083.

103102I

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

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[cy1999's solution](#)

1084.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1085.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1086.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1087.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1088.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1089.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[cy1999's solution](#)

1090.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1091.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1092.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1093.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1094.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1095.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1096.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1097.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1098.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1099.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1100.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1101.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1102.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1103.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1104.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1105.

103117F

[Direction Setting](#) · [Tutorial](#)

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1106.

103117B

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1107.

103117L

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1108.

103117H

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1109.

103117M

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1110.

103117D

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Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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1111.

103117K

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1112.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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1113.

101597I

[The Secret](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1114.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1115.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1116.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1117.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1118.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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1119.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1120.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1121.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1122.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1123.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1124.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1125.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1126.

102433J

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1127.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1128.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1129.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1130.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1131.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1132.

102433C

[Coloring Contention](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1133.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1134.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1135.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1136.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1137.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1138.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1139.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1140.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1141.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1142.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1143.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1144.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1145.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1146.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1147.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1148.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1149.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1150.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1151.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1152.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1153.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1154.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1155.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · PyPy 3 (first AC) · Tags: —
[cy1999's solution](#)

1156.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1157.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1158.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1159.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1160.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1161.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1162.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1163.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1164.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1165.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1166.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1167.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1168.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1169.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1170.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1171.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1172.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1173.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1174.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1175.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1176.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1177.

101741K

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

Rating: — · first AC: 2021-08-31 · last AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1178.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1179.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1180.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1181.

101471A

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

Rating: — · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1182.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1183.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1184.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1185.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1186.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1187.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1188.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1189.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1190.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1191.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1192.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1193.

102155I

[\\$!eq\\$ or \\$!geq\\$](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1194.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1195.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1196.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1197.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1198.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1199.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1200.

100523A

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

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1201.

100523J

[Cave](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1202.

100523F

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1203.

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1204.

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1205.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1206.

103176E

[Eat More](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1207.

103176B

[Blokus Duo](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1208.

103176I

[Ice-cream Sampler](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1209.

103176F

[Find the Base](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1210.

103176D

[Drawing Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1211.

103176J

[Just A \\$10 Note](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1212.

103176G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1213.

103176L

[LRTB and TBRL](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1214.

103176H

[Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1215.

103176A

[A Billionaire](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1216.

103176K

[Kth number in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1217.

103176C

[camelCaseCounting](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1218.

103185F

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

Rating: — · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1219.

103185B

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1220.

103185E

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1221.

103185K

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Rating: — · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1222.

103185C

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1223.

103185L

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Rating: — · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1224.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1225.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1226.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1227.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1228.

103119G

[Game on Sequence](#) · [Tutorial](#)

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1229.

103119F

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1230.

103119D

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1231.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —
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1232.

103119L

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

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[cy1999's solution](#)

1233.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1234.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1235.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1236.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1237.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1238.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1239.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · PyPy 3 (first AC) · Tags: —
[cy1999's solution](#)

1240.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1241.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1242.

102253L

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

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1243.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1244.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1245.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1246.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1247.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1248.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1249.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1250.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1251.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1252.

102511B

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

Rating: — · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1253.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1254.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · last AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1255.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1256.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1257.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1258.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1259.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1260.

102471C

[Dirichlet \\$\\$\\$-th root](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: —

[cy1999's solution](#)

1261.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1262.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1263.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1264.

102785G

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1265.

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1266.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · PyPy 3 (first AC) · Tags: —

[cy1999's solution](#)

1267.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1268.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · PyPy 3 (first AC) · Tags: —

[cy1999's solution](#)

1269.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1270.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1271.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1272.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1273.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1274.

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1275.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1276.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1277.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1278.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1279.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1280.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1281.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1282.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1283.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1284.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1285.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1286.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1287.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1288.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1289.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1290.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1291.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1292.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1293.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1294.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1295.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1296.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1297.

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1298.

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1299.

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1300.

102788G

[Alice And Bob](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1301.

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1302.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1303.

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1304.

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1305.

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1306.

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1307.

102788J

[Multidimensional Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1308.

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1309.

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1310.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · last AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1311.

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1312.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1313.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1314.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1315.

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1316.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1317.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1318.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1319.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1320.

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1321.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1322.

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1323.

102881L

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

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1324.

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1325.

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1326.

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1327.

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1328.

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1329.

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1330.

102870E

[Encryption of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · last AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1331.

102870C

[Closestools of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1332.

102870A

[Accordion Artist And Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1333.

102870D

[Data Structure Master and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1334.

102870I

[Irregular Shape of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1335.

102878B

[Residue Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1336.

102800G

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · last AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1337.

102800D

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1338.

102800H

[Curious](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · last AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1339.

102800J

[Situation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1340.

102800I

[World Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1341.

102800M

[Warmup:Upanishad](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1342.

102800A

[Chord](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · last AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1343.

102800F

[Queue](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1344.

102800L

[Swimmer](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · last AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1345.

102800E

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

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1346.

102800C

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · last AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1347.

102800B

[Problem Select](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · last AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1348.

102878K

[Number Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1349.

102878J

[Teacher Long and Machine Learning](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · last AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1350.

102878C

[Simple AniPop](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1351.

102878M

[Camouflage](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1352.

102878E

[Eigen Substring](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1353.

102878H

[Treasure Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1354.

102878L

[Long Long Wanna Buy](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1355.

102878D

[Life Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1356.

102878I

[Nobody Knows Better Than Me](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1357.

102878G

[Nim plus](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cy1999's solution](#)

1358.

102878A

[IQ difference](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1359.

102875K

[Kanade Hates Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1360.

102875L

[Leave from CPC](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1361.

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1362.

102875I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1363.

102875E

[Eliminate the Virus](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1364.

102875G

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1365.

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1366.

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1367.

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1368.

102861D

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

Rating: — · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1369.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1370.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1371.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1372.

102861N

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

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[cy1999's solution](#)

1373.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1374.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1375.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1376.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1377.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1378.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1379.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1380.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1381.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1382.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1383.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1384.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1385.

undefined134

[Centroid](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: *special
[cy1999's solution](#)

1386.

undefined118

[Digital root](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: *special
[cy1999's solution](#)

1387.

undefined106

[The Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: *special
[cy1999's solution](#)

1388.

undefined347

[Join the Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: *special
[cy1999's solution](#)

1389.

undefined104

[Little Shop of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: *special
[cy1999's solution](#)

1390.

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: *special
[cy1999's solution](#)

1391.

undefined133

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1392.

undefined117

[Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: *special

[cy1999's solution](#)

1393.

undefined398

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

Rating: — · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: —

[cy1999's solution](#)

1394.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · PyPy 3 (first AC) · Tags: *special

[cy1999's solution](#)

1395.

undefined135

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: *special

[cy1999's solution](#)

1396.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[cy1999's solution](#)

1397.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[cy1999's solution](#)

1398.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[cy1999's solution](#)

1399.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[cy1999's solution](#)

1400.

undefined115

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[cy1999's solution](#)

1401.

undefined551

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

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[cy1999's solution](#)

1402.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special

[cy1999's solution](#)

1403.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cy1999's solution](#)

1404.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cy1999's solution](#)

1405.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1406.

undefined499

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cy1999's solution](#)

1407.

undefined184

[Patties](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cy1999's solution](#)

1408.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cy1999's solution](#)

1409.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cy1999's solution](#)

1410.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1411.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cy1999's solution](#)

1412.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cy1999's solution](#)

1413.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cy1999's solution](#)

1414.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cy1999's solution](#)

1415.

undefined403

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

Rating: — · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cy1999's solution](#)

1416.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · PyPy 3 (first AC) · Tags: *special
[cy1999's solution](#)

1417.

102263L

[Burgers](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · last AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1418.

102263F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1419.

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1420.

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1421.

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1422.

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1423.

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1424.

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: —
[cy1999's solution](#)

1425.

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[cy1999's solution](#)

1426.

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1427.

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-22 · last AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cy1999's solution](#)

1428.

1164L

[Queens \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[cy1999's solution](#)

1429.

1164K

[2018 Integers \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[cy1999's solution](#)

1430.

1164U

[The Greatest Possible Value \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[cy1999's solution](#)

1431.

1164H

[Circle Radius \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[cy1999's solution](#)

1432.

1164I

[Maximum Value \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[cy1999's solution](#)

1433.

1164Q

[Surjective Functions \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[cy1999's solution](#)

1434.

1164R

[Divisible by 83 \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[cy1999's solution](#)

1435.

11640

[Greatest Prime Divisor \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[cy1999's solution](#)

1436.

1164G

[Find Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[cy1999's solution](#)

1437.

1164E

[Least Possible Difference \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[cy1999's solution](#)

1438.

1164C

[7-digit Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[cy1999's solution](#)

1439.

1164D

[Multiple of 29 \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[cy1999's solution](#)

1440.

1164B

[Triangle Area \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[cy1999's solution](#)

1441.

1164A

[Three Friends \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[cy1999's solution](#)

1442.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[cy1999's solution](#)

1443.

101652R

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1444.

101652W

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1445.

1016520

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1446.

101652S

[Purple Rain](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1447.

101652P

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · last AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1448.

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1449.

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1450.

101652X

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

Rating: — · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: —

[cy1999's solution](#)

1451.

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: —

[cy1999's solution](#)

1452.

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1453.

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: —

[cy1999's solution](#)

1454.

101657H

[Speed Racer](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[cy1999's solution](#)

1455.

101657A

[Good or Bad?](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: —

[cy1999's solution](#)