

Unique solved — dannyboy20031204

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

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Filters: none

Count: 1,979

1.

2184A

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2.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

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3.

2149A

[Be Positive](#) · [Tutorial](#)

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4.

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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5.

2133B

[Villagers](#) · [Tutorial](#)

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6.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

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7.

2035A

[Sliding](#) · [Tutorial](#)

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8.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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9.

1994A

[Diverse Game](#) · [Tutorial](#)

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10.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dannyboy20031204's solution](#)

11.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[dannyboy20031204's solution](#)

12.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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13.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[dannyboy20031204's solution](#)

14.

1918A

[Brick Wall](#) · [Tutorial](#)

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[dannyboy20031204's solution](#)

15.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings
[dannyboy20031204's solution](#)

16.

1882A

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

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[dannyboy20031204's solution](#)

17.

1867A

[green gold dog.array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
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18.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[dannyboy20031204's solution](#)

19.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,344 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math
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20.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,265 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings
[dannyboy20031204's solution](#)

21.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,983 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[dannyboy20031204's solution](#)

22.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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23.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers
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24.

1789A

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

Quality: 32,963 global accepts · Rating: 800 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[dannyboy20031204's solution](#)

25.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dannyboy20031204's solution](#)

26.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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27.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings
[dannyboy20031204's solution](#)

28.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,156 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[dannyboy20031204's solution](#)

29.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[dannyboy20031204's solution](#)

30.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[dannyboy20031204's solution](#)

31.

1738A

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Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[dannyboy20031204's solution](#)

32.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math
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33.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[dannyboy20031204's solution](#)

34.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings
[dannyboy20031204's solution](#)

35.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
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36.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[dannyboy20031204's solution](#)

37.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

38.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[dannyboy20031204's solution](#)

39.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[dannyboy20031204's solution](#)

40.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

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[dannyboy20031204's solution](#)

41.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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42.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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43.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,917 global accepts · Rating: 800 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

44.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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45.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,743 global accepts · Rating: 800 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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46.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[dannyboy20031204's solution](#)

47.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,168 global accepts · Rating: 800 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[dannyboy20031204's solution](#)

48.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,238 global accepts · Rating: 800 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
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49.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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50.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[dannyboy20031204's solution](#)

51.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[dannyboy20031204's solution](#)

52.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,775 global accepts · Rating: 800 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[dannyboy20031204's solution](#)

53.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[dannyboy20031204's solution](#)

54.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[dannyboy20031204's solution](#)

55.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

56.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[dannyboy20031204's solution](#)

57.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

58.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[dannyboy20031204's solution](#)

59.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

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60.

1654A

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

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61.

1650A

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

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62.

1632A

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63.

1638A

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64.

1644B

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

Quality: 21,320 global accepts · Rating: 800 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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65.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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66.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

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67.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[dannyboy20031204's solution](#)

68.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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69.

1633A

[Div. 7](#) · [Tutorial](#)

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[dannyboy20031204's solution](#)

70.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[dannyboy20031204's solution](#)

71.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[dannyboy20031204's solution](#)

72.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

73.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
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74.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: math
[dannyboy20031204's solution](#)

75.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[dannyboy20031204's solution](#)

76.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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77.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[dannyboy20031204's solution](#)

78.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[dannyboy20031204's solution](#)

79.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[dannyboy20031204's solution](#)

80.

1619B

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

Quality: 32,946 global accepts · Rating: 800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[dannyboy20031204's solution](#)

81.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,819 global accepts · Rating: 800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[dannyboy20031204's solution](#)

82.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[dannyboy20031204's solution](#)

83.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[dannyboy20031204's solution](#)

84.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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85.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[dannyboy20031204's solution](#)

86.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[dannyboy20031204's solution](#)

87.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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88.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[dannyboy20031204's solution](#)

89.

1539B

[Love Song](#) · [Tutorial](#)

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90.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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91.

1593A

[Elections](#) · [Tutorial](#)

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92.

1594A

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93.

1598A

[Computer Game](#) · [Tutorial](#)

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94.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

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95.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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96.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[dannyboy20031204's solution](#)

97.

1566A

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Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

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98.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[dannyboy20031204's solution](#)

99.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

100.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

101.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[dannyboy20031204's solution](#)

102.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[dannyboy20031204's solution](#)

103.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,510 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

104.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[dannyboy20031204's solution](#)

105.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[dannyboy20031204's solution](#)

106.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[dannyboy20031204's solution](#)

107.

1551A

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

Quality: 58,353 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

108.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[dannyboy20031204's solution](#)

109.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[dannyboy20031204's solution](#)

110.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

111.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[dannyboy20031204's solution](#)

112.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[dannyboy20031204's solution](#)

113.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

114.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[dannyboy20031204's solution](#)

115.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

116.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[dannyboy20031204's solution](#)

117.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[dannyboy20031204's solution](#)

118.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

119.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[dannyboy20031204's solution](#)

120.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dannyboy20031204's solution](#)

121.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,902 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[dannyboy20031204's solution](#)

122.

1499A

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

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

[dannyboy20031204's solution](#)

123.

1491A

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

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

[dannyboy20031204's solution](#)

124.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[dannyboy20031204's solution](#)

125.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,425 global accepts · Rating: 800 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[dannyboy20031204's solution](#)

126.

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dannyboy20031204's solution](#)

127.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[dannyboy20031204's solution](#)

128.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[dannyboy20031204's solution](#)

129.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dannyboy20031204's solution](#)

130.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 800 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

131.

1450A

[Avoid Trygub](#) · [Tutorial](#)

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

[dannyboy20031204's solution](#)

132.

1455A

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

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

[dannyboy20031204's solution](#)

133.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

134.

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[dannyboy20031204's solution](#)

135.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dannyboy20031204's solution](#)

136.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[dannyboy20031204's solution](#)

137.

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dannyboy20031204's solution](#)

138.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

math

[dannyboy20031204's solution](#)

139.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[dannyboy20031204's solution](#)

140.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

141.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[dannyboy20031204's solution](#)

142.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[dannyboy20031204's solution](#)

143.

1433A

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

Quality: 62,644 global accepts · Rating: 800 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[dannyboy20031204's solution](#)

144.

1102A

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

Quality: 26,614 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: math

[dannyboy20031204's solution](#)

145.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[dannyboy20031204's solution](#)

146.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

147.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,467 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[dannyboy20031204's solution](#)

148.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[dannyboy20031204's solution](#)

149.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[dannyboy20031204's solution](#)

150.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[dannyboy20031204's solution](#)

151.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[dannyboy20031204's solution](#)

152.

1409A

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

Quality: 80,419 global accepts · Rating: 800 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[dannyboy20031204's solution](#)

153.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,489 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

154.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

155.

1180A

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

Quality: 27,427 global accepts · Rating: 800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[dannyboy20031204's solution](#)

156.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[dannyboy20031204's solution](#)

157.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dannyboy20031204's solution](#)

158.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dannyboy20031204's solution](#)

159.

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[dannyboy20031204's solution](#)

160.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[dannyboy20031204's solution](#)

161.

658A

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

Quality: 7,696 global accepts · Rating: 800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

162.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

163.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[dannyboy20031204's solution](#)

164.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,907 global accepts · Rating: 800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

165.

935A

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

Quality: 47,233 global accepts · Rating: 800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[dannyboy20031204's solution](#)

166.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[dannyboy20031204's solution](#)

167.

1391A

[Suborrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dannyboy20031204's solution](#)

168.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[dannyboy20031204's solution](#)

169.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

170.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

171.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[dannyboy20031204's solution](#)

172.

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

173.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dannyboy20031204's solution](#)

174.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,591 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dannyboy20031204's solution](#)

175.

1374A

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

Quality: 64,178 global accepts · Rating: 800 · first AC: 2020-08-02 · PyPy 3 (first AC) · Tags: math

[dannyboy20031204's solution](#)

176.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[dannyboy20031204's solution](#)

177.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[dannyboy20031204's solution](#)

178.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,875 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dannyboy20031204's solution](#)

179.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dannyboy20031204's solution](#)

180.

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dannyboy20031204's solution](#)

181.

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[dannyboy20031204's solution](#)

182.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,258 global accepts · Rating: 800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[dannyboy20031204's solution](#)

183.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[dannyboy20031204's solution](#)

184.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[dannyboy20031204's solution](#)

185.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,254 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[dannyboy20031204's solution](#)

186.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,775 global accepts · Rating: 800 · first AC: 2020-01-21 · last AC: 2020-06-07 · Python 3 (first AC) · Tags: brute force, math

[dannyboy20031204's solution](#)

187.

1311A

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

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[dannyboy20031204's solution](#)

188.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

189.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

190.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,721 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dannyboy20031204's solution](#)

191.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,088 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

192.

1003A

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

Quality: 29,983 global accepts · Rating: 800 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

193.

1353A

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

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[dannyboy20031204's solution](#)

194.

1353B

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

Quality: 58,122 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[dannyboy20031204's solution](#)

195.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[dannyboy20031204's solution](#)

196.

1352A

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

Quality: 104,108 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dannyboy20031204's solution](#)

197.

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

198.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[dannyboy20031204's solution](#)

199.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[dannyboy20031204's solution](#)

200.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,516 global accepts · Rating: 800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[dannyboy20031204's solution](#)

201.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dannyboy20031204's solution](#)

202.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,131 global accepts · Rating: 800 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dannyboy20031204's solution](#)

203.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,909 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dannyboy20031204's solution](#)

204.

1335A

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

Quality: 104,794 global accepts · Rating: 800 · first AC: 2020-04-14 · PyPy 3 (first AC) · Tags: math

[dannyboy20031204's solution](#)

205.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2020-03-27 · PyPy 3 (first AC) · Tags: games, math

[dannyboy20031204's solution](#)

206.

1328A

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

Quality: 131,899 global accepts · Rating: 800 · first AC: 2020-03-27 · PyPy 3 (first AC) · Tags: math

[dannyboy20031204's solution](#)

207.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: greedy, implementation

[dannyboy20031204's solution](#)

208.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, number theory

[dannyboy20031204's solution](#)

209.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · PyPy 3 (first AC) · Tags: geometry, greedy, math, number theory

[dannyboy20031204's solution](#)

210.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation

[dannyboy20031204's solution](#)

211.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[dannyboy20031204's solution](#)

212.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

213.

855A

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

Quality: 27,341 global accepts · Rating: 800 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[dannyboy20031204's solution](#)

214.

791A

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

Quality: 257,206 global accepts · Rating: 800 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

215.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

216.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-15 · PyPy 3 (first AC) · Tags: math
[dannyboy20031204's solution](#)

217.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · PyPy 3 (first AC) · Tags: implementation, strings
[dannyboy20031204's solution](#)

218.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,702 global accepts · Rating: 800 · first AC: 2020-02-12 · PyPy 3 (first AC) · Tags: implementation, strings
[dannyboy20031204's solution](#)

219.

1296A

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

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: math
[dannyboy20031204's solution](#)

220.

112A

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

Quality: 287,235 global accepts · Rating: 800 · first AC: 2020-01-23 · Python 3 (first AC) · Tags: implementation, strings
[dannyboy20031204's solution](#)

221.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2020-01-23 · Python 3 (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

222.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,690 global accepts · Rating: 800 · first AC: 2020-01-23 · Python 3 (first AC) · Tags: greedy, math
[dannyboy20031204's solution](#)

223.

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2020-01-23 · Python 3 (first AC) · Tags: brute force, greedy
[dannyboy20031204's solution](#)

224.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2020-01-21 · Python 3 (first AC) · Tags: *special, implementation
[dannyboy20031204's solution](#)

225.

71A

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

Quality: 503,223 global accepts · Rating: 800 · first AC: 2020-01-21 · Python 3 (first AC) · Tags: strings
[dannyboy20031204's solution](#)

226.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · MS C++ 2017 (first AC) · Tags: brute force, math
[dannyboy20031204's solution](#)

227.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math
[dannyboy20031204's solution](#)

228.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-14 · MS C++ 2017 (first AC) · Tags: greedy, math
[dannyboy20031204's solution](#)

229.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,139 global accepts · Rating: 900 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[dannyboy20031204's solution](#)

230.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[dannyboy20031204's solution](#)

231.

2005A

[Simple Palindrome](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[dannyboy20031204's solution](#)

232.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[dannyboy20031204's solution](#)

233.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[dannyboy20031204's solution](#)

234.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[dannyboy20031204's solution](#)

235.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[dannyboy20031204's solution](#)

236.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dannyboy20031204's solution](#)

237.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[dannyboy20031204's solution](#)

238.

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[dannyboy20031204's solution](#)

239.

1714A

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

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[dannyboy20031204's solution](#)

240.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: math
[dannyboy20031204's solution](#)

241.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[dannyboy20031204's solution](#)

242.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,937 global accepts · Rating: 900 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[dannyboy20031204's solution](#)

243.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[dannyboy20031204's solution](#)

244.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[dannyboy20031204's solution](#)

245.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[dannyboy20031204's solution](#)

246.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[dannyboy20031204's solution](#)

247.

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[dannyboy20031204's solution](#)

248.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[dannyboy20031204's solution](#)

249.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 900 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[dannyboy20031204's solution](#)

250.

1593B

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

Quality: 40,644 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[dannyboy20031204's solution](#)

251.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[dannyboy20031204's solution](#)

252.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[dannyboy20031204's solution](#)

253.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,582 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[dannyboy20031204's solution](#)

254.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[dannyboy20031204's solution](#)

255.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[dannyboy20031204's solution](#)

256.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[dannyboy20031204's solution](#)

257.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[dannyboy20031204's solution](#)

258.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[dannyboy20031204's solution](#)

259.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dannyboy20031204's solution](#)

260.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[dannyboy20031204's solution](#)

261.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dannyboy20031204's solution](#)

262.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

263.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dannyboy20031204's solution](#)

264.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, schedules

[dannyboy20031204's solution](#)

265.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[dannyboy20031204's solution](#)

266.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[dannyboy20031204's solution](#)

267.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[dannyboy20031204's solution](#)

268.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

math

[dannyboy20031204's solution](#)

269.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[dannyboy20031204's solution](#)

270.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[dannyboy20031204's solution](#)

271.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

272.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[dannyboy20031204's solution](#)

273.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dannyboy20031204's solution](#)

274.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[dannyboy20031204's solution](#)

275.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dannyboy20031204's solution](#)

276.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dannyboy20031204's solution](#)

277.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[dannyboy20031204's solution](#)

278.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

279.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,387 global accepts · Rating: 900 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[dannyboy20031204's solution](#)

280.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[dannyboy20031204's solution](#)

281.

1335B

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

Quality: 42,598 global accepts · Rating: 900 · first AC: 2020-04-14 · PyPy 3 (first AC) · Tags: constructive algorithms
[dannyboy20031204's solution](#)

282.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

283.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-03-27 · PyPy 3 (first AC) · Tags: math
[dannyboy20031204's solution](#)

284.

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2020-03-27 · PyPy 3 (first AC) · Tags: implementation, math
[dannyboy20031204's solution](#)

285.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-20 · PyPy 3 (first AC) · Tags: implementation, math
[dannyboy20031204's solution](#)

286.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation
[dannyboy20031204's solution](#)

287.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: math
[dannyboy20031204's solution](#)

288.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: implementation, math
[dannyboy20031204's solution](#)

289.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[dannyboy20031204's solution](#)

290.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,388 global accepts · Rating: 900 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: greedy

[dannyboy20031204's solution](#)

291.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-05 · PyPy 3 (first AC) · Tags: math

[dannyboy20031204's solution](#)

292.

1291A

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

Quality: 20,683 global accepts · Rating: 900 · first AC: 2020-02-03 · Python 3 (first AC) · Tags: greedy, math, strings

[dannyboy20031204's solution](#)

293.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · PyPy 3 (first AC) · Tags: greedy

[dannyboy20031204's solution](#)

294.

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · MS C++ 2017 (first AC) · Tags: implementation, math

[dannyboy20031204's solution](#)

295.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,623 global accepts · Rating: 900 · first AC: 2019-11-13 · MS C++ 2017 (first AC) · Tags: math

[dannyboy20031204's solution](#)

296.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[dannyboy20031204's solution](#)

297.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[dannyboy20031204's solution](#)

298.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[dannyboy20031204's solution](#)

299.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[dannyboy20031204's solution](#)

300.

1975B

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

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

[dannyboy20031204's solution](#)

301.

1930B

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

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

[dannyboy20031204's solution](#)

302.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[dannyboy20031204's solution](#)

303.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[dannyboy20031204's solution](#)

304.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[dannyboy20031204's solution](#)

305.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dannyboy20031204's solution](#)

306.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[dannyboy20031204's solution](#)

307.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[dannyboy20031204's solution](#)

308.

1725B

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

Quality: 28,267 global accepts · Rating: 1000 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[dannyboy20031204's solution](#)

309.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,604 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[dannyboy20031204's solution](#)

310.

1690D

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

Quality: 47,026 global accepts · Rating: 1000 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[dannyboy20031204's solution](#)

311.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[dannyboy20031204's solution](#)

312.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,952 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dannyboy20031204's solution](#)

313.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[dannyboy20031204's solution](#)

314.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[dannyboy20031204's solution](#)

315.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[dannyboy20031204's solution](#)

316.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[dannyboy20031204's solution](#)

317.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[dannyboy20031204's solution](#)

318.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[dannyboy20031204's solution](#)

319.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[dannyboy20031204's solution](#)

320.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[dannyboy20031204's solution](#)

321.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dannyboy20031204's solution](#)

322.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

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

[dannyboy20031204's solution](#)

323.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

324.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[dannyboy20031204's solution](#)

325.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

326.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[dannyboy20031204's solution](#)

327.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
[dannyboy20031204's solution](#)

328.

1474B

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

Quality: 40,325 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[dannyboy20031204's solution](#)

329.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[dannyboy20031204's solution](#)

330.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[dannyboy20031204's solution](#)

331.

1438B

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

Quality: 29,069 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[dannyboy20031204's solution](#)

332.

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[dannyboy20031204's solution](#)

333.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,846 global accepts · Rating: 1000 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[dannyboy20031204's solution](#)

334.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,234 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[dannyboy20031204's solution](#)

335.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

336.

1419D1

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

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[dannyboy20031204's solution](#)

337.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[dannyboy20031204's solution](#)

338.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[dannyboy20031204's solution](#)

339.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[dannyboy20031204's solution](#)

340.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dannyboy20031204's solution](#)

341.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

342.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dannyboy20031204's solution](#)

343.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[dannyboy20031204's solution](#)

344.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[dannyboy20031204's solution](#)

345.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[dannyboy20031204's solution](#)

346.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[dannyboy20031204's solution](#)

347.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[dannyboy20031204's solution](#)

348.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[dannyboy20031204's solution](#)

349.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[dannyboy20031204's solution](#)

350.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dannyboy20031204's solution](#)

351.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[dannyboy20031204's solution](#)

352.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · PyPy 3 (first AC) · Tags: constructive algorithms
[dannyboy20031204's solution](#)

353.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: math
[dannyboy20031204's solution](#)

354.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-20 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory
[dannyboy20031204's solution](#)

355.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings
[dannyboy20031204's solution](#)

356.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

357.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2020-01-30 · PyPy 3 (first AC) · Tags: brute force, implementation, strings
[dannyboy20031204's solution](#)

358.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2020-01-25 · Python 3 (first AC) · Tags: math
[dannyboy20031204's solution](#)

359.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2020-01-21 · Python 3 (first AC) · Tags: implementation, strings
[dannyboy20031204's solution](#)

360.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2020-01-21 · Python 3 (first AC) · Tags: math
[dannyboy20031204's solution](#)

361.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-14 · MS C++ 2017 (first AC) · Tags: math
[dannyboy20031204's solution](#)

362.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-11-13 · MS C++ 2017 (first AC) · Tags: geometry, math
[dannyboy20031204's solution](#)

363.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math
[dannyboy20031204's solution](#)

364.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: math
[dannyboy20031204's solution](#)

365.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[dannyboy20031204's solution](#)

366.

1994B

[Fun Game](#) · [Tutorial](#)

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

[dannyboy20031204's solution](#)

367.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dannyboy20031204's solution](#)

368.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[dannyboy20031204's solution](#)

369.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[dannyboy20031204's solution](#)

370.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[dannyboy20031204's solution](#)

371.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[dannyboy20031204's solution](#)

372.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[dannyboy20031204's solution](#)

373.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[dannyboy20031204's solution](#)

374.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[dannyboy20031204's solution](#)

375.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[dannyboy20031204's solution](#)

376.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[dannyboy20031204's solution](#)

377.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[dannyboy20031204's solution](#)

378.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[dannyboy20031204's solution](#)

379.

1656B

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

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[dannyboy20031204's solution](#)

380.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings
[dannyboy20031204's solution](#)

381.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[dannyboy20031204's solution](#)

382.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[dannyboy20031204's solution](#)

383.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[dannyboy20031204's solution](#)

384.

1624C

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

Quality: 26,832 global accepts · Rating: 1100 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[dannyboy20031204's solution](#)

385.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[dannyboy20031204's solution](#)

386.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[dannyboy20031204's solution](#)

387.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,401 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[dannyboy20031204's solution](#)

388.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[dannyboy20031204's solution](#)

389.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dannyboy20031204's solution](#)

390.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[dannyboy20031204's solution](#)

391.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[dannyboy20031204's solution](#)

392.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[dannyboy20031204's solution](#)

393.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[dannyboy20031204's solution](#)

394.

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

[dannyboy20031204's solution](#)

395.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

396.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[dannyboy20031204's solution](#)

397.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[dannyboy20031204's solution](#)

398.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[dannyboy20031204's solution](#)

399.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[dannyboy20031204's solution](#)

400.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math
[dannyboy20031204's solution](#)

401.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[dannyboy20031204's solution](#)

402.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
[dannyboy20031204's solution](#)

403.

1409B

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404.

1407A

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405.

1401B

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406.

1395B

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407.

1375A

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408.

1117A

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409.

1132A

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410.

1370B

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1366A

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412.

1365A

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413.

1099B

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414.

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415.

1345B

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1335C

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1334B

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1333B

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1332A

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420.

1293A

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1327A

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1288B

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423.

505A

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424.

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425.

1304B

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427.

2005B2

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428.

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433.

1510K

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435.

1720C

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436.

1692E

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437.

1703E

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438.

1650C

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439.

1637C

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441.

1608B

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442.

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1539C

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445.

1586B

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446.

1594C

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447.

1598C

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448.

985B

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449.

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450.

1140B

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451.

1559C

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452.

1553C

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453.

1530C

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454.

1536B

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455.

1527B1

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456.

1491B

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457.

1487B

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

[dannyboy20031204's solution](#)

458.

1455B

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459.

1454C

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460.

931B

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461.

1184A1

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462.

1437B

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463.

803B

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[dannyboy20031204's solution](#)

464.

48B

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465.

1433D

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466.

1102C

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467.

1130B

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468.

1428B

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

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469.

1420B

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470.

1409C

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471.

1419B

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472.

982A

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473.

1392C

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474.

1205A

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475.

1399C

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476.

1051A

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477.

1027B

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478.

1076B

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479.

1076A

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480.

1385C

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Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dannyboy20031204's solution](#)

481.

1375B

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Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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482.

1371B

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Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

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483.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[dannyboy20031204's solution](#)

484.

1364A

[XXXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[dannyboy20031204's solution](#)

485.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[dannyboy20031204's solution](#)

486.

1311B

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[dannyboy20031204's solution](#)

487.

1099C

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Quality: 10,424 global accepts · Rating: 1200 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dannyboy20031204's solution](#)

488.

1355B

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Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[dannyboy20031204's solution](#)

489.

1355A

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Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[dannyboy20031204's solution](#)

490.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dannyboy20031204's solution](#)

491.

1352C

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Quality: 69,764 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[dannyboy20031204's solution](#)

492.

1352B

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Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dannyboy20031204's solution](#)

493.

1343C

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Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

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494.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · PyPy 3 (first AC) · Tags: implementation, math

[dannyboy20031204's solution](#)

495.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special, constructive algorithms

[dannyboy20031204's solution](#)

496.

1328C

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Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-27 · PyPy 3 (first AC) · Tags: greedy, implementation

[dannyboy20031204's solution](#)

497.

1327B

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Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · PyPy 3 (first AC) · Tags: brute force, graphs, greedy

[dannyboy20031204's solution](#)

498.

1305B

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Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[dannyboy20031204's solution](#)

499.

1245B

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Quality: 14,531 global accepts · Rating: 1200 · first AC: 2020-02-07 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy

[dannyboy20031204's solution](#)

500.

1272C

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Quality: 30,741 global accepts · Rating: 1200 · first AC: 2020-02-07 · PyPy 3 (first AC) · Tags: combinatorics, dp, implementation

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501.

2023A

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502.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[dannyboy20031204's solution](#)

503.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[dannyboy20031204's solution](#)

504.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[dannyboy20031204's solution](#)

505.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[dannyboy20031204's solution](#)

506.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[dannyboy20031204's solution](#)

507.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[dannyboy20031204's solution](#)

508.

1879C

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

Quality: 27,111 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[dannyboy20031204's solution](#)

509.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[dannyboy20031204's solution](#)

510.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[dannyboy20031204's solution](#)

511.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[dannyboy20031204's solution](#)

512.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[dannyboy20031204's solution](#)

513.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[dannyboy20031204's solution](#)

514.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[dannyboy20031204's solution](#)

515.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[dannyboy20031204's solution](#)

516.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[dannyboy20031204's solution](#)

517.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[dannyboy20031204's solution](#)

518.

1660C

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

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[dannyboy20031204's solution](#)

519.

1650D

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

Quality: 14,693 global accepts · Rating: 1300 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[dannyboy20031204's solution](#)

520.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[dannyboy20031204's solution](#)

521.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[dannyboy20031204's solution](#)

522.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[dannyboy20031204's solution](#)

523.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[dannyboy20031204's solution](#)

524.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[dannyboy20031204's solution](#)

525.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[dannyboy20031204's solution](#)

526.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[dannyboy20031204's solution](#)

527.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[dannyboy20031204's solution](#)

528.

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[dannyboy20031204's solution](#)

529.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[dannyboy20031204's solution](#)

530.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
[dannyboy20031204's solution](#)

531.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

532.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[dannyboy20031204's solution](#)

533.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[dannyboy20031204's solution](#)

534.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[dannyboy20031204's solution](#)

535.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[dannyboy20031204's solution](#)

536.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[dannyboy20031204's solution](#)

537.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[dannyboy20031204's solution](#)

538.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[dannyboy20031204's solution](#)

539.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[dannyboy20031204's solution](#)

540.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[dannyboy20031204's solution](#)

541.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[dannyboy20031204's solution](#)

542.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[dannyboy20031204's solution](#)

543.

1454D

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

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[dannyboy20031204's solution](#)

544.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[dannyboy20031204's solution](#)

545.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[dannyboy20031204's solution](#)

546.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[dannyboy20031204's solution](#)

547.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[dannyboy20031204's solution](#)

548.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[dannyboy20031204's solution](#)

549.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dannyboy20031204's solution](#)

550.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[dannyboy20031204's solution](#)

551.

982B

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

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[dannyboy20031204's solution](#)

552.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[dannyboy20031204's solution](#)

553.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

554.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[dannyboy20031204's solution](#)

555.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[dannyboy20031204's solution](#)

556.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
[dannyboy20031204's solution](#)

557.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[dannyboy20031204's solution](#)

558.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[dannyboy20031204's solution](#)

559.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[dannyboy20031204's solution](#)

560.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[dannyboy20031204's solution](#)

561.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[dannyboy20031204's solution](#)

562.

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[dannyboy20031204's solution](#)

563.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[dannyboy20031204's solution](#)

564.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dannyboy20031204's solution](#)

565.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[dannyboy20031204's solution](#)

566.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dannyboy20031204's solution](#)

567.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

568.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2020-04-14 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation
[dannyboy20031204's solution](#)

569.

1328B

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

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-03-27 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[dannyboy20031204's solution](#)

570.

1323C

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

Rating: 1300 · first AC: 2020-03-07 · PyPy 3 (first AC) · Tags: constructive algorithms
[dannyboy20031204's solution](#)

571.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2020-02-29 · PyPy 3 (first AC) · Tags: data structures, sortings, two pointers
[dannyboy20031204's solution](#)

572.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2020-02-05 · PyPy 3 (first AC) · Tags: dp, greedy, implementation
[dannyboy20031204's solution](#)

573.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-04 · Python 3 (first AC) · Tags: greedy, implementation
[dannyboy20031204's solution](#)

574.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-12-30 · MS C++ 2017 (first AC) · Tags: dp, strings
[dannyboy20031204's solution](#)

575.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[dannyboy20031204's solution](#)

576.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive
[dannyboy20031204's solution](#)

577.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[dannyboy20031204's solution](#)

578.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[dannyboy20031204's solution](#)

579.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[dannyboy20031204's solution](#)

580.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[dannyboy20031204's solution](#)

581.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[dannyboy20031204's solution](#)

582.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[dannyboy20031204's solution](#)

583.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[dannyboy20031204's solution](#)

584.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[dannyboy20031204's solution](#)

585.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation
[dannyboy20031204's solution](#)

586.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[dannyboy20031204's solution](#)

587.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1400 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[dannyboy20031204's solution](#)

588.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[dannyboy20031204's solution](#)

589.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[dannyboy20031204's solution](#)

590.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[dannyboy20031204's solution](#)

591.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[dannyboy20031204's solution](#)

592.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[dannyboy20031204's solution](#)

593.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[dannyboy20031204's solution](#)

594.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[dannyboy20031204's solution](#)

595.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[dannyboy20031204's solution](#)

596.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[dannyboy20031204's solution](#)

597.

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[dannyboy20031204's solution](#)

598.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[dannyboy20031204's solution](#)

599.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[dannyboy20031204's solution](#)

600.

1548A

[Web of Lies](#) · [Tutorial](#)

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

[dannyboy20031204's solution](#)

601.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[dannyboy20031204's solution](#)

602.

1540A

[Great Graphs](#) · [Tutorial](#)

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

[dannyboy20031204's solution](#)

603.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[dannyboy20031204's solution](#)

604.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[dannyboy20031204's solution](#)

605.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[dannyboy20031204's solution](#)

606.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[dannyboy20031204's solution](#)

607.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dannyboy20031204's solution](#)

608.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[dannyboy20031204's solution](#)

609.

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[dannyboy20031204's solution](#)

610.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dannyboy20031204's solution](#)

611.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[dannyboy20031204's solution](#)

612.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu

[dannyboy20031204's solution](#)

613.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[dannyboy20031204's solution](#)

614.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[dannyboy20031204's solution](#)

615.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[dannyboy20031204's solution](#)

616.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[dannyboy20031204's solution](#)

617.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,418 global accepts · Rating: 1400 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[dannyboy20031204's solution](#)

618.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[dannyboy20031204's solution](#)

619.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[dannyboy20031204's solution](#)

620.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[dannyboy20031204's solution](#)

621.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[dannyboy20031204's solution](#)

622.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[dannyboy20031204's solution](#)

623.

1374D

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

Quality: 31,086 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers
[dannyboy20031204's solution](#)

624.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers
[dannyboy20031204's solution](#)

625.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[dannyboy20031204's solution](#)

626.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[dannyboy20031204's solution](#)

627.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,235 global accepts · Rating: 1400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[dannyboy20031204's solution](#)

628.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[dannyboy20031204's solution](#)

629.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dannyboy20031204's solution](#)

630.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[dannyboy20031204's solution](#)

631.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dannyboy20031204's solution](#)

632.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[dannyboy20031204's solution](#)

633.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[dannyboy20031204's solution](#)

634.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[dannyboy20031204's solution](#)

635.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[dannyboy20031204's solution](#)

636.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: implementation, math

[dannyboy20031204's solution](#)

637.

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[dannyboy20031204's solution](#)

638.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-15 · PyPy 3 (first AC) · Tags: binary search, data structures, sortings, two pointers

[dannyboy20031204's solution](#)

639.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · PyPy 3 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[dannyboy20031204's solution](#)

640.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · PyPy 3 (first AC) · Tags: math

[dannyboy20031204's solution](#)

641.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-02-07 · PyPy 3 (first AC) · Tags: dp

[dannyboy20031204's solution](#)

642.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-02-05 · PyPy 3 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[dannyboy20031204's solution](#)

643.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: dp, greedy

[dannyboy20031204's solution](#)

644.

1195C

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

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2020-01-25 · Python 3 (first AC) · Tags: dp

[dannyboy20031204's solution](#)

645.

1215B

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

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-01-25 · Python 3 (first AC) · Tags: combinatorics, dp, implementation

[dannyboy20031204's solution](#)

646.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2020-01-23 · last AC: 2020-01-23 · Python 3 (first AC) · Tags: dp

[dannyboy20031204's solution](#)

647.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-12-30 · MS C++ 2017 (first AC) · Tags: greedy, implementation
[dannyboy20031204's solution](#)

648.

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-25 · MS C++ 2017 (first AC) · Tags: dp, greedy, sortings
[dannyboy20031204's solution](#)

649.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,179 global accepts · Rating: 1400 · first AC: 2019-11-13 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[dannyboy20031204's solution](#)

650.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-10-31 · MS C++ 2017 (first AC) · Tags: greedy, sortings
[dannyboy20031204's solution](#)

651.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-10-30 · MS C++ 2017 (first AC) · Tags: greedy, implementation
[dannyboy20031204's solution](#)

652.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[dannyboy20031204's solution](#)

653.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
[dannyboy20031204's solution](#)

654.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[dannyboy20031204's solution](#)

655.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[dannyboy20031204's solution](#)

656.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
[dannyboy20031204's solution](#)

657.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[dannyboy20031204's solution](#)

658.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

659.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[dannyboy20031204's solution](#)

660.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[dannyboy20031204's solution](#)

661.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[dannyboy20031204's solution](#)

662.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[dannyboy20031204's solution](#)

663.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[dannyboy20031204's solution](#)

664.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[dannyboy20031204's solution](#)

665.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[dannyboy20031204's solution](#)

666.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[dannyboy20031204's solution](#)

667.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[dannyboy20031204's solution](#)

668.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[dannyboy20031204's solution](#)

669.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math
[dannyboy20031204's solution](#)

670.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation
[dannyboy20031204's solution](#)

671.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[dannyboy20031204's solution](#)

672.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[dannyboy20031204's solution](#)

673.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[dannyboy20031204's solution](#)

674.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[dannyboy20031204's solution](#)

675.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings
[dannyboy20031204's solution](#)

676.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
[dannyboy20031204's solution](#)

677.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[dannyboy20031204's solution](#)

678.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[dannyboy20031204's solution](#)

679.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[dannyboy20031204's solution](#)

680.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[dannyboy20031204's solution](#)

681.

1499C

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

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

[dannyboy20031204's solution](#)

682.

1486B

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

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

[dannyboy20031204's solution](#)

683.

1487C

[Minimum Ties](#) · [Tutorial](#)

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

[dannyboy20031204's solution](#)

684.

1487D

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

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

[dannyboy20031204's solution](#)

685.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dannyboy20031204's solution](#)

686.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[dannyboy20031204's solution](#)

687.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[dannyboy20031204's solution](#)

688.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[dannyboy20031204's solution](#)

689.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[dannyboy20031204's solution](#)

690.

931D

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

Rating: 1500 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[dannyboy20031204's solution](#)

691.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[dannyboy20031204's solution](#)

692.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
[dannyboy20031204's solution](#)

693.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dannyboy20031204's solution](#)

694.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[dannyboy20031204's solution](#)

695.

1418C

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

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[dannyboy20031204's solution](#)

696.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[dannyboy20031204's solution](#)

697.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures,

implementation, two pointers
[dannyboy20031204's solution](#)

698.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[dannyboy20031204's solution](#)

699.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[dannyboy20031204's solution](#)

700.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[dannyboy20031204's solution](#)

701.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[dannyboy20031204's solution](#)

702.

982C

[Cut 'em all!](#) · [Tutorial](#)

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[dannyboy20031204's solution](#)

703.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[dannyboy20031204's solution](#)

704.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[dannyboy20031204's solution](#)

705.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[dannyboy20031204's solution](#)

706.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[dannyboy20031204's solution](#)

707.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[dannyboy20031204's solution](#)

708.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[dannyboy20031204's solution](#)

709.

1399D

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

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[dannyboy20031204's solution](#)

710.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[dannyboy20031204's solution](#)

711.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[dannyboy20031204's solution](#)

712.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[dannyboy20031204's solution](#)

713.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[dannyboy20031204's solution](#)

714.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[dannyboy20031204's solution](#)

715.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dannyboy20031204's solution](#)

716.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[dannyboy20031204's solution](#)

717.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dannyboy20031204's solution](#)

718.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,465 global accepts · Rating: 1500 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[dannyboy20031204's solution](#)

719.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[dannyboy20031204's solution](#)

720.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[dannyboy20031204's solution](#)

721.

864D

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

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[dannyboy20031204's solution](#)

722.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[dannyboy20031204's solution](#)

723.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
[dannyboy20031204's solution](#)

724.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[dannyboy20031204's solution](#)

725.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[dannyboy20031204's solution](#)

726.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dannyboy20031204's solution](#)

727.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2020-04-09 · PyPy 3 (first AC) · Tags: dp, games
[dannyboy20031204's solution](#)

728.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · last AC: 2020-04-01 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[dannyboy20031204's solution](#)

729.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: combinatorics

[dannyboy20031204's solution](#)

730.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-21 · PyPy 3 (first AC) · Tags: hashing, string suffix structures, strings

[dannyboy20031204's solution](#)

731.

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[dannyboy20031204's solution](#)

732.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2020-03-11 · PyPy 3 (first AC) · Tags: math

[dannyboy20031204's solution](#)

733.

1106D

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

Quality: 19,654 global accepts · Rating: 1500 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[dannyboy20031204's solution](#)

734.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation

[dannyboy20031204's solution](#)

735.

1207C

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Quality: 10,445 global accepts · Rating: 1500 · first AC: 2020-03-03 · PyPy 3 (first AC) · Tags: dp, greedy

[dannyboy20031204's solution](#)

736.

1213D1

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

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2020-03-01 · PyPy 3 (first AC) · Tags: brute force, implementation

[dannyboy20031204's solution](#)

737.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2020-02-29 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[dannyboy20031204's solution](#)

738.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy

[dannyboy20031204's solution](#)

739.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-18 · PyPy 3 (first AC) · Tags: brute force, dp, math, strings
[dannyboy20031204's solution](#)

740.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: brute force, greedy, math
[dannyboy20031204's solution](#)

741.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, strings
[dannyboy20031204's solution](#)

742.

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-16 · PyPy 3 (first AC) · Tags: greedy, sortings
[dannyboy20031204's solution](#)

743.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · last AC: 2020-02-16 · PyPy 3 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[dannyboy20031204's solution](#)

744.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · PyPy 3 (first AC) · Tags: binary search, greedy, ternary search
[dannyboy20031204's solution](#)

745.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2020-02-06 · PyPy 3 (first AC) · Tags: dp, number theory
[dannyboy20031204's solution](#)

746.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-01-30 · PyPy 3 (first AC) · Tags: greedy, math
[dannyboy20031204's solution](#)

747.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,879 global accepts · Rating: 1500 · first AC: 2020-01-28 · PyPy 3 (first AC) · Tags: dp, greedy, implementation
[dannyboy20031204's solution](#)

748.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2020-01-27 · last AC: 2020-01-27 · Python 3 (first AC) · Tags: dp, greedy, math, sortings
[dannyboy20031204's solution](#)

749.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-01-26 · last AC: 2020-01-27 · Python 3 (first AC) · Tags: brute force, dp
[dannyboy20031204's solution](#)

750.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2020-01-27 · last AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[dannyboy20031204's solution](#)

751.

877B

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

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2020-01-27 · last AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[dannyboy20031204's solution](#)

752.

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[dannyboy20031204's solution](#)

753.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[dannyboy20031204's solution](#)

754.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[dannyboy20031204's solution](#)

755.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[dannyboy20031204's solution](#)

756.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,731 global accepts · Rating: 1600 · first AC: 2021-05-28 · last AC: 2024-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[dannyboy20031204's solution](#)

757.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

758.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[dannyboy20031204's solution](#)

759.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[dannyboy20031204's solution](#)

760.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[dannyboy20031204's solution](#)

761.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[dannyboy20031204's solution](#)

762.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[dannyboy20031204's solution](#)

763.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[dannyboy20031204's solution](#)

764.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[dannyboy20031204's solution](#)

765.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[dannyboy20031204's solution](#)

766.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[dannyboy20031204's solution](#)

767.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[dannyboy20031204's solution](#)

768.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[dannyboy20031204's solution](#)

769.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[dannyboy20031204's solution](#)

770.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[dannyboy20031204's solution](#)

771.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[dannyboy20031204's solution](#)

772.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[dannyboy20031204's solution](#)

773.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[dannyboy20031204's solution](#)

774.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-14 · last AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[dannyboy20031204's solution](#)

775.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[dannyboy20031204's solution](#)

776.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings
[dannyboy20031204's solution](#)

777.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[dannyboy20031204's solution](#)

778.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[dannyboy20031204's solution](#)

779.

1537E1

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

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[dannyboy20031204's solution](#)

780.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[dannyboy20031204's solution](#)

781.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[dannyboy20031204's solution](#)

782.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[dannyboy20031204's solution](#)

783.

1486C1

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

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

[dannyboy20031204's solution](#)

784.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dannyboy20031204's solution](#)

785.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[dannyboy20031204's solution](#)

786.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[dannyboy20031204's solution](#)

787.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dannyboy20031204's solution](#)

788.

931E

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[dannyboy20031204's solution](#)

789.

1184D1

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

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

790.

1184C1

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

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dannyboy20031204's solution](#)

791.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[dannyboy20031204's solution](#)

792.

837B

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1358C

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408D

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1528B

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875.

739A

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876.

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1479A

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878.

126B

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1473D

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931C

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1434B

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885.

1102E

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887.

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888.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[dannyboy20031204's solution](#)

889.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[dannyboy20031204's solution](#)

890.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[dannyboy20031204's solution](#)

891.

304D

[Rectangle Puzzle II](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math, ternary search
[dannyboy20031204's solution](#)

892.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dannyboy20031204's solution](#)

893.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dannyboy20031204's solution](#)

894.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[dannyboy20031204's solution](#)

895.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[dannyboy20031204's solution](#)

896.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dannyboy20031204's solution](#)

897.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[dannyboy20031204's solution](#)

898.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[dannyboy20031204's solution](#)

899.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[dannyboy20031204's solution](#)

900.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[dannyboy20031204's solution](#)

901.

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 1700 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dannyboy20031204's solution](#)

902.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[dannyboy20031204's solution](#)

903.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[dannyboy20031204's solution](#)

904.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[dannyboy20031204's solution](#)

905.

1324E

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

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[dannyboy20031204's solution](#)

906.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[dannyboy20031204's solution](#)

907.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[dannyboy20031204's solution](#)

908.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[dannyboy20031204's solution](#)

909.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[dannyboy20031204's solution](#)

910.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[dannyboy20031204's solution](#)

911.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[dannyboy20031204's solution](#)

912.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[dannyboy20031204's solution](#)

913.

1337D

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

Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[dannyboy20031204's solution](#)

914.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-14 · last AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[dannyboy20031204's solution](#)

915.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-04-08 · PyPy 3 (first AC) · Tags: binary search, data structures, implementation, two pointers

[dannyboy20031204's solution](#)

916.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[dannyboy20031204's solution](#)

917.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-03-28 · PyPy 3 (first AC) · Tags: data structures, dp, greedy, implementation

[dannyboy20031204's solution](#)

918.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-03-28 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[dannyboy20031204's solution](#)

919.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2020-03-27 · PyPy 3 (first AC) · Tags: dp, greedy

[dannyboy20031204's solution](#)

920.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2020-01-26 · last AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[dannyboy20031204's solution](#)

921.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dannyboy20031204's solution](#)

922.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings

[dannyboy20031204's solution](#)

923.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[dannyboy20031204's solution](#)

924.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: constructive algorithms

[dannyboy20031204's solution](#)

925.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2020-03-11 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[dannyboy20031204's solution](#)

926.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · PyPy 3 (first AC) · Tags: combinatorics, math

[dannyboy20031204's solution](#)

927.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[dannyboy20031204's solution](#)

928.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,116 global accepts · Rating: 1700 · first AC: 2020-03-06 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dannyboy20031204's solution](#)

929.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[dannyboy20031204's solution](#)

930.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[dannyboy20031204's solution](#)

931.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dannyboy20031204's solution](#)

932.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[dannyboy20031204's solution](#)

933.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2020-02-13 · PyPy 3 (first AC) · Tags: dp, shortest paths

[dannyboy20031204's solution](#)

934.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-02-08 · PyPy 3 (first AC) · Tags: combinatorics, dp, math
[dannyboy20031204's solution](#)

935.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · PyPy 3 (first AC) · Tags: math, strings
[dannyboy20031204's solution](#)

936.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-10-29 · MS C++ 2017 (first AC) · Tags: geometry, math
[dannyboy20031204's solution](#)

937.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
[dannyboy20031204's solution](#)

938.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[dannyboy20031204's solution](#)

939.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
[dannyboy20031204's solution](#)

940.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[dannyboy20031204's solution](#)

941.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[dannyboy20031204's solution](#)

942.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · last AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[dannyboy20031204's solution](#)

943.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp
[dannyboy20031204's solution](#)

944.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[dannyboy20031204's solution](#)

945.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dannyboy20031204's solution](#)

946.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[dannyboy20031204's solution](#)

947.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[dannyboy20031204's solution](#)

948.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[dannyboy20031204's solution](#)

949.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[dannyboy20031204's solution](#)

950.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[dannyboy20031204's solution](#)

951.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[dannyboy20031204's solution](#)

952.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[dannyboy20031204's solution](#)

953.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[dannyboy20031204's solution](#)

954.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[dannyboy20031204's solution](#)

955.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-11-13 · last AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[dannyboy20031204's solution](#)

956.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[dannyboy20031204's solution](#)

957.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[dannyboy20031204's solution](#)

958.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[dannyboy20031204's solution](#)

959.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[dannyboy20031204's solution](#)

960.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[dannyboy20031204's solution](#)

961.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, math

[dannyboy20031204's solution](#)

962.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[dannyboy20031204's solution](#)

963.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[dannyboy20031204's solution](#)

964.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[dannyboy20031204's solution](#)

965.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[dannyboy20031204's solution](#)

966.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[dannyboy20031204's solution](#)

967.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[dannyboy20031204's solution](#)

968.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[dannyboy20031204's solution](#)

969.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[dannyboy20031204's solution](#)

970.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[dannyboy20031204's solution](#)

971.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[dannyboy20031204's solution](#)

972.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[dannyboy20031204's solution](#)

973.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · last AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[dannyboy20031204's solution](#)

974.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[dannyboy20031204's solution](#)

975.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[dannyboy20031204's solution](#)

976.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[dannyboy20031204's solution](#)

977.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[dannyboy20031204's solution](#)

978.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[dannyboy20031204's solution](#)

979.

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[dannyboy20031204's solution](#)

980.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[dannyboy20031204's solution](#)

981.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[dannyboy20031204's solution](#)

982.

1267L

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1334D

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1190B

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1010.

1330C

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1328D

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1327E

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1295D

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49D

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2133D

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2002D1

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1938C

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1918D

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Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
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1032.

1898D

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1882D

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1746D

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1035.

1738D

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1715D

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1701D

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1702G1

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1677C

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1661D

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1627D

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1045.

1591D

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1046.

1613D

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1467C

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1048.

1601B

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1049.

1593D2

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Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
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1050.

1558B

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Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers
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1051.

1560F1

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1052.

1545B

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1053.

1547F

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1054.

1543C

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1055.

1527B2

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1056.

1067A

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1057.

69D

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[dannyboy20031204's solution](#)

1058.

529B

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1059.

1494C

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1060.

1486C2

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1061.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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1062.

1475G

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Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

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1063.

1470B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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1064.

893D

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Quality: 3,331 global accepts · Rating: 1900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

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1065.

412E

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1066.

1453D

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1067.

1439A2

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Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

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1068.

1444B

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1069.

1184E1

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1070.

803D

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1071.

803C

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1072.

848B

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Quality: 2,003 global accepts · Rating: 1900 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[dannyboy20031204's solution](#)

1073.

1434A

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Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

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1074.

1245D

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Quality: 9,602 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

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1075.

1436D

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Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

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1076.

1421D

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Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[dannyboy20031204's solution](#)

1077.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[dannyboy20031204's solution](#)

1078.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[dannyboy20031204's solution](#)

1079.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

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1080.

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1081.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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1082.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, trees

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1083.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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1084.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
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1085.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
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1086.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[dannyboy20031204's solution](#)

1087.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[dannyboy20031204's solution](#)

1088.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[dannyboy20031204's solution](#)

1089.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,442 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math
[dannyboy20031204's solution](#)

1090.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings
[dannyboy20031204's solution](#)

1091.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[dannyboy20031204's solution](#)

1092.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[dannyboy20031204's solution](#)

1093.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees
[dannyboy20031204's solution](#)

1094.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[dannyboy20031204's solution](#)

1095.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[dannyboy20031204's solution](#)

1096.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[dannyboy20031204's solution](#)

1097.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[dannyboy20031204's solution](#)

1098.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[dannyboy20031204's solution](#)

1099.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[dannyboy20031204's solution](#)

1100.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[dannyboy20031204's solution](#)

1101.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[dannyboy20031204's solution](#)

1102.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[dannyboy20031204's solution](#)

1103.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[dannyboy20031204's solution](#)

1104.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[dannyboy20031204's solution](#)

1105.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[dannyboy20031204's solution](#)

1106.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[dannyboy20031204's solution](#)

1107.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[dannyboy20031204's solution](#)

1108.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2020-05-10 · last AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dannyboy20031204's solution](#)

1109.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[dannyboy20031204's solution](#)

1110.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[dannyboy20031204's solution](#)

1111.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[dannyboy20031204's solution](#)

1112.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1900 · first AC: 2020-03-28 · last AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[dannyboy20031204's solution](#)

1113.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2020-03-16 · last AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[dannyboy20031204's solution](#)

1114.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[dannyboy20031204's solution](#)

1115.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[dannyboy20031204's solution](#)

1116.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2020-03-01 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[dannyboy20031204's solution](#)

1117.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-25 · PyPy 3 (first AC) · Tags: data structures, dp, greedy

[dannyboy20031204's solution](#)

1118.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-02-09 · PyPy 3 (first AC) · Tags: binary search, combinatorics, dp, strings

[dannyboy20031204's solution](#)

1119.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[dannyboy20031204's solution](#)

1120.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[dannyboy20031204's solution](#)

1121.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[dannyboy20031204's solution](#)

1122.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[dannyboy20031204's solution](#)

1123.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[dannyboy20031204's solution](#)

1124.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[dannyboy20031204's solution](#)

1125.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dannyboy20031204's solution](#)

1126.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[dannyboy20031204's solution](#)

1127.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[dannyboy20031204's solution](#)

1128.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[dannyboy20031204's solution](#)

1129.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[dannyboy20031204's solution](#)

1130.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[dannyboy20031204's solution](#)

1131.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dannyboy20031204's solution](#)

1132.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[dannyboy20031204's solution](#)

1133.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[dannyboy20031204's solution](#)

1134.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[dannyboy20031204's solution](#)

1135.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[dannyboy20031204's solution](#)

1136.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[dannyboy20031204's solution](#)

1137.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[dannyboy20031204's solution](#)

1138.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[dannyboy20031204's solution](#)

1139.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[dannyboy20031204's solution](#)

1140.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[dannyboy20031204's solution](#)

1141.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[dannyboy20031204's solution](#)

1142.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[dannyboy20031204's solution](#)

1143.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[dannyboy20031204's solution](#)

1144.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[dannyboy20031204's solution](#)

1145.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[dannyboy20031204's solution](#)

1146.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[dannyboy20031204's solution](#)

1147.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[dannyboy20031204's solution](#)

1148.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[dannyboy20031204's solution](#)

1149.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[dannyboy20031204's solution](#)

1150.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[dannyboy20031204's solution](#)

1151.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[dannyboy20031204's solution](#)

1152.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[dannyboy20031204's solution](#)

1153.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[dannyboy20031204's solution](#)

1154.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[dannyboy20031204's solution](#)

1155.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dannyboy20031204's solution](#)

1156.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[dannyboy20031204's solution](#)

1157.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[dannyboy20031204's solution](#)

1158.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dannyboy20031204's solution](#)

1159.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[dannyboy20031204's solution](#)

1160.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[dannyboy20031204's solution](#)

1161.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[dannyboy20031204's solution](#)

1162.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[dannyboy20031204's solution](#)

1163.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[dannyboy20031204's solution](#)

1164.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[dannyboy20031204's solution](#)

1165.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[dannyboy20031204's solution](#)

1166.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[dannyboy20031204's solution](#)

1167.

1130E

[Wrong Answer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[dannyboy20031204's solution](#)

1168.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[dannyboy20031204's solution](#)

1169.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[dannyboy20031204's solution](#)

1170.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[dannyboy20031204's solution](#)

1171.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[dannyboy20031204's solution](#)

1172.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[dannyboy20031204's solution](#)

1173.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

[dannyboy20031204's solution](#)

1174.

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[dannyboy20031204's solution](#)

1175.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1176.

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[dannyboy20031204's solution](#)

1177.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[dannyboy20031204's solution](#)

1178.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[dannyboy20031204's solution](#)

1179.

964D

[Destruction of a Tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[dannyboy20031204's solution](#)

1180.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[dannyboy20031204's solution](#)

1181.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[dannyboy20031204's solution](#)

1182.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[dannyboy20031204's solution](#)

1183.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[dannyboy20031204's solution](#)

1184.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[dannyboy20031204's solution](#)

1185.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 2000 · first AC: 2020-06-29 · last AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dannyboy20031204's solution](#)

1186.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[dannyboy20031204's solution](#)

1187.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[dannyboy20031204's solution](#)

1188.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[dannyboy20031204's solution](#)

1189.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dannyboy20031204's solution](#)

1190.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[dannyboy20031204's solution](#)

1191.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[dannyboy20031204's solution](#)

1192.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[dannyboy20031204's solution](#)

1193.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-03-29 · last AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dannyboy20031204's solution](#)

1194.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[dannyboy20031204's solution](#)

1195.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[dannyboy20031204's solution](#)

1196.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[dannyboy20031204's solution](#)

1197.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dannyboy20031204's solution](#)

1198.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dannyboy20031204's solution](#)

1199.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dannyboy20031204's solution](#)

1200.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[dannyboy20031204's solution](#)

1201.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-03-09 · last AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[dannyboy20031204's solution](#)

1202.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[dannyboy20031204's solution](#)

1203.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2020-03-21 · PyPy 3 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[dannyboy20031204's solution](#)

1204.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2020-02-29 · PyPy 3 (first AC) · Tags: data structures, dp, greedy

[dannyboy20031204's solution](#)

1205.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-02-28 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[dannyboy20031204's solution](#)

1206.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2020-02-13 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[dannyboy20031204's solution](#)

1207.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-02-13 · last AC: 2020-02-13 · PyPy 3 (first AC) · Tags: dfs and similar, dp, greedy, trees

[dannyboy20031204's solution](#)

1208.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: dp, greedy, math

[dannyboy20031204's solution](#)

1209.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[dannyboy20031204's solution](#)

1210.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[dannyboy20031204's solution](#)

1211.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[dannyboy20031204's solution](#)

1212.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[dannyboy20031204's solution](#)

1213.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[dannyboy20031204's solution](#)

1214.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[dannyboy20031204's solution](#)

1215.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[dannyboy20031204's solution](#)

1216.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1217.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[dannyboy20031204's solution](#)

1218.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[dannyboy20031204's solution](#)

1219.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[dannyboy20031204's solution](#)

1220.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[dannyboy20031204's solution](#)

1221.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1222.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[dannyboy20031204's solution](#)

1223.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[dannyboy20031204's solution](#)

1224.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[dannyboy20031204's solution](#)

1225.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[dannyboy20031204's solution](#)

1226.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[dannyboy20031204's solution](#)

1227.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[dannyboy20031204's solution](#)

1228.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-12-03 · last AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[dannyboy20031204's solution](#)

1229.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[dannyboy20031204's solution](#)

1230.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[dannyboy20031204's solution](#)

1231.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[dannyboy20031204's solution](#)

1232.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[dannyboy20031204's solution](#)

1233.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[dannyboy20031204's solution](#)

1234.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dfs and similar, dp, greedy

[dannyboy20031204's solution](#)

1235.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[dannyboy20031204's solution](#)

1236.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[dannyboy20031204's solution](#)

1237.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[dannyboy20031204's solution](#)

1238.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[dannyboy20031204's solution](#)

1239.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[dannyboy20031204's solution](#)

1240.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings, two pointers

[dannyboy20031204's solution](#)

1241.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[dannyboy20031204's solution](#)

1242.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[dannyboy20031204's solution](#)

1243.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[dannyboy20031204's solution](#)

1244.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory,

trees

[dannyboy20031204's solution](#)

1245.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[dannyboy20031204's solution](#)

1246.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dannyboy20031204's solution](#)

1247.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[dannyboy20031204's solution](#)

1248.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[dannyboy20031204's solution](#)

1249.

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dannyboy20031204's solution](#)

1250.

1184A2

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

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[dannyboy20031204's solution](#)

1251.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[dannyboy20031204's solution](#)

1252.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[dannyboy20031204's solution](#)

1253.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[dannyboy20031204's solution](#)

1254.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2020-10-24 · last AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[dannyboy20031204's solution](#)

1255.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, graphs

[dannyboy20031204's solution](#)

1256.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths

[dannyboy20031204's solution](#)

1257.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[dannyboy20031204's solution](#)

1258.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[dannyboy20031204's solution](#)

1259.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[dannyboy20031204's solution](#)

1260.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[dannyboy20031204's solution](#)

1261.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[dannyboy20031204's solution](#)

1262.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2020-08-30 · last AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[dannyboy20031204's solution](#)

1263.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[dannyboy20031204's solution](#)

1264.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[dannyboy20031204's solution](#)

1265.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[dannyboy20031204's solution](#)

1266.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[dannyboy20031204's solution](#)

1267.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dannyboy20031204's solution](#)

1268.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[dannyboy20031204's solution](#)

1269.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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1270.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[dannyboy20031204's solution](#)

1271.

1312E

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Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[dannyboy20031204's solution](#)

1272.

1366E

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Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[dannyboy20031204's solution](#)

1273.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[dannyboy20031204's solution](#)

1274.

1363D

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Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[dannyboy20031204's solution](#)

1275.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dannyboy20031204's solution](#)

1276.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[dannyboy20031204's solution](#)

1277.

1003E

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

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[dannyboy20031204's solution](#)

1278.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[dannyboy20031204's solution](#)

1279.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[dannyboy20031204's solution](#)

1280.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2020-05-08 · last AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[dannyboy20031204's solution](#)

1281.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[dannyboy20031204's solution](#)

1282.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[dannyboy20031204's solution](#)

1283.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[dannyboy20031204's solution](#)

1284.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-03-02 · PyPy 3 (first AC) · Tags: binary search, combinatorics, dp, math

[dannyboy20031204's solution](#)

1285.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2020-02-12 · PyPy 3 (first AC) · Tags: data structures, dp, math, probabilities

[dannyboy20031204's solution](#)

1286.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2020-01-31 · PyPy 3 (first AC) · Tags: data structures, dp, math

[dannyboy20031204's solution](#)

1287.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[dannyboy20031204's solution](#)

1288.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[dannyboy20031204's solution](#)

1289.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[dannyboy20031204's solution](#)

1290.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1291.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[dannyboy20031204's solution](#)

1292.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[dannyboy20031204's solution](#)

1293.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[dannyboy20031204's solution](#)

1294.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[dannyboy20031204's solution](#)

1295.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[dannyboy20031204's solution](#)**1296.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[dannyboy20031204's solution](#)**1297.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[dannyboy20031204's solution](#)**1298.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[dannyboy20031204's solution](#)**1299.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[dannyboy20031204's solution](#)**1300.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[dannyboy20031204's solution](#)**1301.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[dannyboy20031204's solution](#)**1302.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[dannyboy20031204's solution](#)**1303.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[dannyboy20031204's solution](#)**1304.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[dannyboy20031204's solution](#)

1305.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[dannyboy20031204's solution](#)

1306.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · last AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
[dannyboy20031204's solution](#)

1307.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dannyboy20031204's solution](#)

1308.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dannyboy20031204's solution](#)

1309.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[dannyboy20031204's solution](#)

1310.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[dannyboy20031204's solution](#)

1311.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[dannyboy20031204's solution](#)

1312.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[dannyboy20031204's solution](#)

1313.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[dannyboy20031204's solution](#)

1314.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory
[dannyboy20031204's solution](#)

1315.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

dp, greedy

[dannyboy20031204's solution](#)

1316.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[dannyboy20031204's solution](#)

1317.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[dannyboy20031204's solution](#)

1318.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[dannyboy20031204's solution](#)

1319.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[dannyboy20031204's solution](#)

1320.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[dannyboy20031204's solution](#)

1321.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[dannyboy20031204's solution](#)

1322.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[dannyboy20031204's solution](#)

1323.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[dannyboy20031204's solution](#)

1324.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[dannyboy20031204's solution](#)

1325.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[dannyboy20031204's solution](#)

1326.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[dannyboy20031204's solution](#)

1327.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[dannyboy20031204's solution](#)

1328.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · last AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math
[dannyboy20031204's solution](#)

1329.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
[dannyboy20031204's solution](#)

1330.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[dannyboy20031204's solution](#)

1331.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[dannyboy20031204's solution](#)

1332.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
[dannyboy20031204's solution](#)

1333.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[dannyboy20031204's solution](#)

1334.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: flows
[dannyboy20031204's solution](#)

1335.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[dannyboy20031204's solution](#)

1336.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-11-01 · last AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[dannyboy20031204's solution](#)

1337.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[dannyboy20031204's solution](#)

1338.

1184B2

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

Quality: 688 global accepts · Rating: 2200 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[dannyboy20031204's solution](#)

1339.

1184C2

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

Quality: 767 global accepts · Rating: 2200 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dannyboy20031204's solution](#)

1340.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[dannyboy20031204's solution](#)

1341.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2020-10-25 · last AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[dannyboy20031204's solution](#)

1342.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[dannyboy20031204's solution](#)

1343.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[dannyboy20031204's solution](#)

1344.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[dannyboy20031204's solution](#)

1345.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[dannyboy20031204's solution](#)

1346.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[dannyboy20031204's solution](#)

1347.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[dannyboy20031204's solution](#)

1348.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[dannyboy20031204's solution](#)

1349.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[dannyboy20031204's solution](#)

1350.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[dannyboy20031204's solution](#)

1351.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[dannyboy20031204's solution](#)

1352.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[dannyboy20031204's solution](#)

1353.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[dannyboy20031204's solution](#)

1354.

1238E

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1253E

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1353F

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1357.

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1358.

86D

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1359.

1336C

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1360.

1303E

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1362.

1333F

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1363.

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1367.

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1372.

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1552E

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1062E

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1394.

1540B

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1395.

1167F

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1398.

1093G

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1400.

884D

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1401.

1536E

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1403.

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1405.

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509F

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1411.

786B

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1412.

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1182E

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1419.

1451E2

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1420.

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1422.

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762D

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1425.

1228E

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1426.

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1394B

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1429.

1316E

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1430.

1371E2

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1431.

2023C

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1432.

1943D1

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[dannyboy20031204's solution](#)

1433.

1930E

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[dannyboy20031204's solution](#)

1434.

1882E1

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1435.

1765A

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[dannyboy20031204's solution](#)

1436.

1770E

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1437.

1753D

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1438.

1743E

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1439.

1725L

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1440.

1720D2

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1441.

1707C

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Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[dannyboy20031204's solution](#)

1442.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

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1443.

959F

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1444.

1634E

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Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[dannyboy20031204's solution](#)

1445.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs

and similar, graphs, shortest paths, trees

[dannyboy20031204's solution](#)

1446.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[dannyboy20031204's solution](#)

1447.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[dannyboy20031204's solution](#)

1448.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[dannyboy20031204's solution](#)

1449.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[dannyboy20031204's solution](#)

1450.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[dannyboy20031204's solution](#)

1451.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[dannyboy20031204's solution](#)

1452.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[dannyboy20031204's solution](#)

1453.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[dannyboy20031204's solution](#)

1454.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[dannyboy20031204's solution](#)

1455.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[dannyboy20031204's solution](#)

1456.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[dannyboy20031204's solution](#)

1457.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-10-17 · last AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[dannyboy20031204's solution](#)

1458.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[dannyboy20031204's solution](#)

1459.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[dannyboy20031204's solution](#)

1460.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[dannyboy20031204's solution](#)

1461.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[dannyboy20031204's solution](#)

1462.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[dannyboy20031204's solution](#)

1463.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[dannyboy20031204's solution](#)

1464.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[dannyboy20031204's solution](#)

1465.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[dannyboy20031204's solution](#)

1466.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[dannyboy20031204's solution](#)

1467.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[dannyboy20031204's solution](#)

1468.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths
[dannyboy20031204's solution](#)

1469.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[dannyboy20031204's solution](#)

1470.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, trees
[dannyboy20031204's solution](#)

1471.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[dannyboy20031204's solution](#)

1472.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation
[dannyboy20031204's solution](#)

1473.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[dannyboy20031204's solution](#)

1474.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
[dannyboy20031204's solution](#)

1475.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[dannyboy20031204's solution](#)

1476.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[dannyboy20031204's solution](#)

1477.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation

[dannyboy20031204's solution](#)

1478.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[dannyboy20031204's solution](#)

1479.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[dannyboy20031204's solution](#)

1480.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[dannyboy20031204's solution](#)

1481.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[dannyboy20031204's solution](#)

1482.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[dannyboy20031204's solution](#)

1483.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[dannyboy20031204's solution](#)

1484.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2021-06-04 · last AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[dannyboy20031204's solution](#)

1485.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers

[dannyboy20031204's solution](#)

1486.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices
[dannyboy20031204's solution](#)

1487.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[dannyboy20031204's solution](#)

1488.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[dannyboy20031204's solution](#)

1489.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[dannyboy20031204's solution](#)

1490.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[dannyboy20031204's solution](#)

1491.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[dannyboy20031204's solution](#)

1492.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[dannyboy20031204's solution](#)

1493.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
[dannyboy20031204's solution](#)

1494.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp
[dannyboy20031204's solution](#)

1495.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing
[dannyboy20031204's solution](#)

1496.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[dannyboy20031204's solution](#)

1497.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-25 · last AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[dannyboy20031204's solution](#)

1498.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2020-12-17 · last AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[dannyboy20031204's solution](#)

1499.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[dannyboy20031204's solution](#)

1500.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[dannyboy20031204's solution](#)

1501.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[dannyboy20031204's solution](#)

1502.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[dannyboy20031204's solution](#)

1503.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[dannyboy20031204's solution](#)

1504.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[dannyboy20031204's solution](#)

1505.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[dannyboy20031204's solution](#)

1506.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[dannyboy20031204's solution](#)

1507.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[dannyboy20031204's solution](#)

1508.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1509.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[dannyboy20031204's solution](#)

1510.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2020-09-15 · last AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[dannyboy20031204's solution](#)

1511.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[dannyboy20031204's solution](#)

1512.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[dannyboy20031204's solution](#)

1513.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[dannyboy20031204's solution](#)

1514.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[dannyboy20031204's solution](#)

1515.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[dannyboy20031204's solution](#)

1516.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[dannyboy20031204's solution](#)

1517.

1248F

[Catowice City](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-22 · last AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dannyboy20031204's solution](#)

1518.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[dannyboy20031204's solution](#)

1519.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[dannyboy20031204's solution](#)

1520.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[dannyboy20031204's solution](#)

1521.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[dannyboy20031204's solution](#)

1522.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · last AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[dannyboy20031204's solution](#)

1523.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[dannyboy20031204's solution](#)

1524.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[dannyboy20031204's solution](#)

1525.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[dannyboy20031204's solution](#)

1526.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[dannyboy20031204's solution](#)

1527.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[dannyboy20031204's solution](#)

1528.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[dannyboy20031204's solution](#)

1529.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[dannyboy20031204's solution](#)

1530.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[dannyboy20031204's solution](#)

1531.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[dannyboy20031204's solution](#)

1532.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[dannyboy20031204's solution](#)

1533.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[dannyboy20031204's solution](#)

1534.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[dannyboy20031204's solution](#)

1535.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[dannyboy20031204's solution](#)

1536.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[dannyboy20031204's solution](#)

1537.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[dannyboy20031204's solution](#)

1538.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[dannyboy20031204's solution](#)

1539.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[dannyboy20031204's solution](#)

1540.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[dannyboy20031204's solution](#)

1541.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[dannyboy20031204's solution](#)

1542.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[dannyboy20031204's solution](#)

1543.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[dannyboy20031204's solution](#)

1544.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[dannyboy20031204's solution](#)

1545.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[dannyboy20031204's solution](#)

1546.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[dannyboy20031204's solution](#)

1547.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[dannyboy20031204's solution](#)

1548.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[dannyboy20031204's solution](#)

1549.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[dannyboy20031204's solution](#)

1550.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[dannyboy20031204's solution](#)

1551.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[dannyboy20031204's solution](#)

1552.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[dannyboy20031204's solution](#)

1553.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[dannyboy20031204's solution](#)

1554.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dannyboy20031204's solution](#)

1555.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[dannyboy20031204's solution](#)

1556.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy

[dannyboy20031204's solution](#)

1557.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[dannyboy20031204's solution](#)

1558.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[dannyboy20031204's solution](#)

1559.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[dannyboy20031204's solution](#)

1560.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[dannyboy20031204's solution](#)

1561.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[dannyboy20031204's solution](#)

1562.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[dannyboy20031204's solution](#)

1563.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[dannyboy20031204's solution](#)

1564.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[dannyboy20031204's solution](#)

1565.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[dannyboy20031204's solution](#)

1566.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[dannyboy20031204's solution](#)

1567.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[dannyboy20031204's solution](#)

1568.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[dannyboy20031204's solution](#)

1569.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[dannyboy20031204's solution](#)

1570.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[dannyboy20031204's solution](#)

1571.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[dannyboy20031204's solution](#)

1572.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[dannyboy20031204's solution](#)

1573.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[dannyboy20031204's solution](#)

1574.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[dannyboy20031204's solution](#)

1575.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-04 · last AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[dannyboy20031204's solution](#)

1576.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[dannyboy20031204's solution](#)

1577.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[dannyboy20031204's solution](#)

1578.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[dannyboy20031204's solution](#)

1579.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dannyboy20031204's solution](#)

1580.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[dannyboy20031204's solution](#)

1581.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[dannyboy20031204's solution](#)

1582.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[dannyboy20031204's solution](#)

1583.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dannyboy20031204's solution](#)

1584.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-12-14 · last AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[dannyboy20031204's solution](#)

1585.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[dannyboy20031204's solution](#)

1586.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1587.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1588.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1589.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1590.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1591.

106030C

[Pictorial](#)

Rating: — · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1592.

106030I

[Tigorial](#)

Rating: — · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1593.

106030E

[T to M to U](#)

Rating: — · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1594.

106030B

[osu!mania](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1595.

106030K

[I C-vjy0Vp_b](#)

Rating: — · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1596.

106030J

[S°Tigorial](#)

Rating: — · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1597.

106033L

[Limited Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1598.

106033J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1599.

106033B

[BaCoder Testing Procedure](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1600.

104234H

[Graph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1601.

104234J

[Persian Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1602.

104234I

[DAG Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1603.

104234K

[Determinant, or...?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1604.

104234G

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

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1605.

104234M

[Siteswap](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1606.

104234E

[Garbage Disposal](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1607.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1608.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1609.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1610.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1611.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1612.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1613.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1614.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1615.

105242I

[Minimum XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1616.

105242E

[Replace with MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1617.

105242G

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

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1618.

105242B

[Tree Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1619.

105242A

[Prefix GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1620.

105242F

[Queries on Distincts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1621.

105242C

[Powerful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1622.

105242L

[Median of the Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1623.

105242D

[You Have Been Grid Squared](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1624.

105242M

[Taim and Zingers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1625.

105242J

[The Square Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1626.

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1627.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1628.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1629.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1630.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1631.

105444M

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

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1632.

105444G

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

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1633.

105442L

[Watchdogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1634.

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1635.

105442I

[Pjlk Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1636.

105442J

[Rabid Rabbit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1637.

105442H

[Ornithology](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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1638.

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1639.

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1640.

105442G

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1641.

105442F

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1642.

100827K

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1643.

100827L

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1644.

100827I

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Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
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1645.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
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1646.

100827G

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Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
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1647.

100827F

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Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —
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1648.

100827A

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1649.

100827H

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1650.

104757G

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1651.

104757K

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1652.

104757B

[B Road Band](#) · [Tutorial](#)

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1653.

104757I

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1654.

104757E

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1655.

104757F

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1656.

104757D

[Cornhusker](#) · [Tutorial](#)

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1657.

104757A

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1658.

105307D

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1659.

105307B

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1660.

105307G

[Ki Chang Jab Takkataen](#) · [Tutorial](#)

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1661.

105307K

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1662.

105307I

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1663.

105307H

[Final Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
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1664.

105307A

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Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1665.

105307E

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[dannyboy20031204's solution](#)

1666.

105307C

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Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1667.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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1668.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1669.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1670.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1671.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1672.

104875D

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Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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1673.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1674.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1675.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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1676.

104875I

[Interview Question](#) · [Tutorial](#)

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1677.

104030J

[Junk Journey](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1678.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1679.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1680.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1681.

104030G

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Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1682.

104030A

[Ace Arbiter](#) · [Tutorial](#)

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1683.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1684.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1685.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1686.

105335I

[Ideal Permutation Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1687.

105335D

[Disinfection Patch](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1688.

105335C

[Cattering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1689.

105335L

[Lulu and Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1690.

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1691.

105335B

[Back in the Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1692.

105335G

[Glory Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1693.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1694.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1695.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1696.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1697.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1698.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1699.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1700.

105292D

[Differencing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1701.

105292H

[HW0.514](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1702.

105292A

[Akari](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1703.

105292L

[Ltf's Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
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1704.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks
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1705.

104012F

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Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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1706.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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1707.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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1708.

104012E

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1709.

104012L

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[dannyboy20031204's solution](#)

1710.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1711.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1712.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1713.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1714.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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1715.

102082B

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1716.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1717.

102082A

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Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
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1718.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1719.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1720.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

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1721.

102001J

[Future Generation](#) · [Tutorial](#)

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1722.

102001K

[Boomerangs](#) · [Tutorial](#)

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1723.

102001D

[Icy Land](#) · [Tutorial](#)

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[dannyboy20031204's solution](#)

1724.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1725.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1726.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1727.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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1728.

103640M

[Most Ordered Way](#) · [Tutorial](#)

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1729.

103640I

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1730.

103640F

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1731.

103640K

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1732.

102392G

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1733.

102392D

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1734.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1735.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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1736.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
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1737.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
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1738.

104064G

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

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1739.

104064A

[Access Denied](#) · [Tutorial](#)

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1740.

104064K

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1741.

104447I

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1742.

104447H

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1743.

104447K

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1744.

104447D

[Could you help the judges?](#) · [Tutorial](#)

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[dannyboy20031204's solution](#)

1745.

104447F

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1746.

104447M

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1747.

104447B

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1748.

104447A

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1749.

104447G

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1752.

104508C

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1753.

104508F

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1754.

104508H

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1755.

104508I

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1756.

104508E

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1757.

104596H

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1758.

104596G

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1759.

104596E

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1760.

104596A

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1761.

104596F

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101620H

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101620A

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1765.

101620F

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1766.

101620J

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1767.

101611H

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1768.

101611C

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1769.

101611G

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1770.

101611D

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1771.

101611A

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1772.

101615J

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1773.

101615A

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1774.

101617E

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1775.

101617G

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1776.

101617D

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1777.

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1778.

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1779.

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1780.

104466K

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1781.

104466C

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1782.

104466B

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1783.

104466L

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1784.

104466I

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1785.

104466D

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1786.

104466M

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1787.

104466G

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1788.

104466E

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1789.

104252M

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1790.

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1791.

104252I

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1792.

104252E

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1793.

104252D

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1794.

104147H

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1795.

104147D

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1796.

104147K

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1797.

104147F

[Nesr El Sieve](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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1798.

104147B

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1799.

104147A

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1800.

104128M

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1801.

104128D

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Rating: — · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —
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1802.

104128E

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1803.

104128G

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Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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1804.

104128I

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101986H

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1806.

101986F

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1807.

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1808.

101986C

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1809.

101986B

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1810.

101986A

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1811.

101612C

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1812.

101612L

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1813.

101612E

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1814.

101612B

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1815.

101612I

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101612K

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1818.

101630J

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1819.

101630A

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101630C

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1821.

101630B

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1822.

101630E

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1823.

103102L

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1824.

103102F

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1825.

103102E

[Divisible by 3](#) · [Tutorial](#)

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1826.

103102B

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1827.

103102M

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1828.

103860G

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Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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1829.

103860J

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Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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1830.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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1831.

103860F

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1832.

103860A

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1833.

102835G

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1834.

102835E

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1835.

102835C

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1836.

102835F

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1837.

102835H

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1838.

102835B

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1839.

102835M

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1840.

102835A

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1841.

101673J

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1842.

101673G

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1843.

101673F

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101673C

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101673H

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1846.

101673D

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1847.

103828C

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1848.

103828G

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1849.

103828N

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1850.

103828D

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1851.

103828H

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1852.

103828E

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1853.

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1856.

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1860.

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1861.

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1862.

103821A

[Laser Tag](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1863.

103821K

[Movie Planning](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1864.

103821E

[Robovac](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1865.

103821C

[Perfect Seating](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1866.

103821F

[A + B \(Harder version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1867.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1868.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1869.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1870.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1871.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1872.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1873.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1874.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1875.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1876.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · PyPy 3-64 (first AC) · Tags: —
[dannyboy20031204's solution](#)

1877.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1878.

103373C

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

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1879.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1880.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1881.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1882.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1883.

103389F

[WOWPS!*\)](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1884.

103389C

[• Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1885.

103389B

[e; Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1886.

103389E

[^« World „qR](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1887.

103389I

[š-švSaN •f](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1888.

103389A

[QINoia-ï](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1889.

103389G

[3G-Q Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1890.

103389D

[07NoSi](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1891.

103389K

[— Tutorial 8b](#)

Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1892.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1893.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1894.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1895.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1896.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1897.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1898.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1899.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1900.

103438A

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

Rating: — · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1901.

103708B

[Building 5G antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1902.

103708A

[Anya's gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1903.

103708F

[Frognald the frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1904.

103708L

[The last problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1905.

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1906.

103708E

[Erudite of words](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1907.

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1908.

103708J

[Jeffrey's ambition](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1909.

103708D

[Different Pass a Ports](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1910.

103708I

[Isabel's Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1911.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1912.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1913.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1914.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1915.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1916.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1917.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1918.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1919.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1920.

103443D

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

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1921.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1922.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1923.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1924.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1925.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1926.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1927.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1928.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1929.

103446D

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

Rating: — · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1930.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1931.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1932.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1933.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1934.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1935.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1936.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1937.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1938.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[dannyboy20031204's solution](#)

1939.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1940.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[dannyboy20031204's solution](#)

1941.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[dannyboy20031204's solution](#)

1942.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[dannyboy20031204's solution](#)

1943.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[dannyboy20031204's solution](#)

1944.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[dannyboy20031204's solution](#)

1945.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[dannyboy20031204's solution](#)

1946.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[dannyboy20031204's solution](#)

1947.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[dannyboy20031204's solution](#)

1948.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1949.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1950.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1951.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1952.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1953.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1954.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1955.

103049C

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

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1956.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1957.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1958.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1959.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1960.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1961.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1962.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1963.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1964.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1965.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1966.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[dannyboy20031204's solution](#)

1967.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1968.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1969.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1970.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1971.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1972.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1973.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[dannyboy20031204's solution](#)

1974.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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