

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

<https://cfelitetracker.vercel.app>

# Unique solved — dantoh

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

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

Filters: none

Count: 853

1.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,591 global accepts · Rating: 800 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[dantoh's solution](#)

2.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[dantoh's solution](#)

3.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,170 global accepts · Rating: 800 · first AC: 2026-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[dantoh's solution](#)

4.

2188A

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

Quality: 25,913 global accepts · Rating: 800 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[dantoh's solution](#)

5.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,250 global accepts · Rating: 800 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[dantoh's solution](#)

6.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,986 global accepts · Rating: 800 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings  
[dantoh's solution](#)

7.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,268 global accepts · Rating: 800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[dantoh's solution](#)

8.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,554 global accepts · Rating: 800 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[dantoh's solution](#)

9.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,752 global accepts · Rating: 800 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[dantoh's solution](#)

**10.**

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,511 global accepts · Rating: 800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[dantoh's solution](#)

**11.**

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 800 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[dantoh's solution](#)

**12.**

2193B

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

Quality: 30,122 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[dantoh's solution](#)

**13.**

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,664 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[dantoh's solution](#)

**14.**

2189A

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

Quality: 24,368 global accepts · Rating: 800 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[dantoh's solution](#)

**15.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[dantoh's solution](#)

**16.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[dantoh's solution](#)

**17.**

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,786 global accepts · Rating: 800 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[dantoh's solution](#)

**18.**

2170A

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

Quality: 19,939 global accepts · Rating: 800 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math  
[dantoh's solution](#)

**19.**

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,394 global accepts · Rating: 800 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[dantoh's solution](#)

**20.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,658 global accepts · Rating: 800 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[dantoh's solution](#)

**21.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,112 global accepts · Rating: 800 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[dantoh's solution](#)

**22.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,459 global accepts · Rating: 800 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dantoh's solution](#)

**23.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[dantoh's solution](#)

**24.**

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[dantoh's solution](#)

**25.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,947 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[dantoh's solution](#)

**26.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[dantoh's solution](#)

**27.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dantoh's solution](#)

**28.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dantoh's solution](#)

**29.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[dantoh's solution](#)

**30.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dantoh's solution](#)

**31.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[dantoh's solution](#)

**32.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dantoh's solution](#)

**33.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[dantoh's solution](#)

**34.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dantoh's solution](#)

**35.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

[dantoh's solution](#)

**36.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dantoh's solution](#)

**37.**

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dantoh's solution](#)

**38.**

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

[dantoh's solution](#)

**39.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,279 global accepts · Rating: 800 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[dantoh's solution](#)

**40.**

1348A

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

Quality: 42,852 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dantoh's solution](#)

**41.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,258 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[dantoh's solution](#)

42.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,192 global accepts · Rating: 800 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[dantoh's solution](#)

43.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,724 global accepts · Rating: 800 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[dantoh's solution](#)

44.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[dantoh's solution](#)

45.

1353B

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

Quality: 58,127 global accepts · Rating: 800 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[dantoh's solution](#)

46.

1353A

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

Quality: 44,588 global accepts · Rating: 800 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[dantoh's solution](#)

47.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: math  
[dantoh's solution](#)

48.

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: implementation  
[dantoh's solution](#)

49.

1352A

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

Quality: 104,139 global accepts · Rating: 800 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: implementation, math  
[dantoh's solution](#)

50.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory  
[dantoh's solution](#)

51.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[dantoh's solution](#)

52.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: brute force, math  
[dantoh's solution](#)

**53.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: math

[dantoh's solution](#)

**54.**

1085A

[Right-Left Cipher](#) · [Tutorial](#)

Quality: 12,697 global accepts · Rating: 800 · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: implementation, strings

[dantoh's solution](#)

**55.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,453 global accepts · Rating: 800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[dantoh's solution](#)

**56.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings

[dantoh's solution](#)

**57.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: games, greedy, math

[dantoh's solution](#)

**58.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: math

[dantoh's solution](#)

**59.**

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, math

[dantoh's solution](#)

**60.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[dantoh's solution](#)

**61.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[dantoh's solution](#)

**62.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: math

[dantoh's solution](#)

**63.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[dantoh's solution](#)

- 64.**  
1209A  
[Paint the Numbers](#) · [Tutorial](#)  
Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[dantoh's solution](#)
- 65.**  
1207A  
[There Are Two Types Of Burgers](#) · [Tutorial](#)  
Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[dantoh's solution](#)
- 66.**  
1173A  
[Nauuo and Votes](#) · [Tutorial](#)  
Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy  
[dantoh's solution](#)
- 67.**  
1150A  
[Stock Arbitraging](#) · [Tutorial](#)  
Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: greedy, implementation  
[dantoh's solution](#)
- 68.**  
158A  
[Next Round](#) · [Tutorial](#)  
Quality: 320,504 global accepts · Rating: 800 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: \*special, implementation  
[dantoh's solution](#)
- 69.**  
71A  
[Way Too Long Words](#) · [Tutorial](#)  
Quality: 503,315 global accepts · Rating: 800 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: strings  
[dantoh's solution](#)
- 70.**  
4A  
[Watermelon](#) · [Tutorial](#)  
Quality: 687,946 global accepts · Rating: 800 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: brute force, math  
[dantoh's solution](#)
- 71.**  
2171B  
[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)  
Quality: 27,103 global accepts · Rating: 900 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[dantoh's solution](#)
- 72.**  
2125B  
[Left and Down](#) · [Tutorial](#)  
Quality: 27,366 global accepts · Rating: 900 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[dantoh's solution](#)
- 73.**  
2209B  
[Array](#) · [Tutorial](#)  
Quality: 19,393 global accepts · Rating: 900 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[dantoh's solution](#)
- 74.**  
1900B  
[Laura and Operations](#) · [Tutorial](#)  
Quality: 20,473 global accepts · Rating: 900 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[dantoh's solution](#)

**75.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[dantoh's solution](#)

**76.**

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[dantoh's solution](#)

**77.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,683 global accepts · Rating: 900 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: games  
[dantoh's solution](#)

**78.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[dantoh's solution](#)

**79.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: math  
[dantoh's solution](#)

**80.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[dantoh's solution](#)

**81.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,381 global accepts · Rating: 900 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: math  
[dantoh's solution](#)

**82.**

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[dantoh's solution](#)

**83.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,770 global accepts · Rating: 900 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: number theory  
[dantoh's solution](#)

**84.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy  
[dantoh's solution](#)

**85.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 900 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: math  
[dantoh's solution](#)

**86.**

1282A

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

Quality: 15,501 global accepts · Rating: 900 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation, math  
[dantoh's solution](#)

**87.**

1247A

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

Rating: 900 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: math  
[dantoh's solution](#)

**88.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,863 global accepts · Rating: 900 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: greedy, math  
[dantoh's solution](#)

**89.**

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: greedy, implementation  
[dantoh's solution](#)

**90.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[dantoh's solution](#)

**91.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,019 global accepts · Rating: 1000 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[dantoh's solution](#)

**92.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,407 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[dantoh's solution](#)

**93.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,426 global accepts · Rating: 1000 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[dantoh's solution](#)

**94.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,723 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[dantoh's solution](#)

**95.**

2144B

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

Quality: 18,473 global accepts · Rating: 1000 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[dantoh's solution](#)

**96.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[dantoh's solution](#)

**97.**

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[dantoh's solution](#)

**98.**

1474B

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

Quality: 40,336 global accepts · Rating: 1000 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory  
[dantoh's solution](#)

**99.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,061 global accepts · Rating: 1000 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[dantoh's solution](#)

**100.**

1469A

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

Quality: 30,034 global accepts · Rating: 1000 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[dantoh's solution](#)

**101.**

1438B

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

Quality: 29,074 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[dantoh's solution](#)

**102.**

1430C

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

Quality: 28,237 global accepts · Rating: 1000 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[dantoh's solution](#)

**103.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,481 global accepts · Rating: 1000 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[dantoh's solution](#)

**104.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,737 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[dantoh's solution](#)

**105.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,085 global accepts · Rating: 1000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[dantoh's solution](#)

**106.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[dantoh's solution](#)

**107.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,285 global accepts · Rating: 1000 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[dantoh's solution](#)

**108.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[dantoh's solution](#)

**109.**

1359B

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

Quality: 29,385 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[dantoh's solution](#)

**110.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[dantoh's solution](#)

**111.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,848 global accepts · Rating: 1000 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: math  
[dantoh's solution](#)

**112.**

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: greedy  
[dantoh's solution](#)

**113.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math  
[dantoh's solution](#)

**114.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms  
[dantoh's solution](#)

**115.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[dantoh's solution](#)

**116.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[dantoh's solution](#)

**117.**

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: implementation  
[dantoh's solution](#)

**118.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,951 global accepts · Rating: 1000 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[dantoh's solution](#)

**119.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math  
[dantoh's solution](#)

**120.**

1245A

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

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: math, number theory  
[dantoh's solution](#)

**121.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers  
[dantoh's solution](#)

**122.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —  
[dantoh's solution](#)

**123.**

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation  
[dantoh's solution](#)

**124.**

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation  
[dantoh's solution](#)

**125.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[dantoh's solution](#)

**126.**

1151A

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

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: brute force, strings  
[dantoh's solution](#)

**127.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: brute force, math  
[dantoh's solution](#)

**128.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,251 global accepts · Rating: 1000 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: math  
[dantoh's solution](#)

**129.**

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,244 global accepts · Rating: 1100 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy  
[dantoh's solution](#)

**130.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory  
[dantoh's solution](#)

**131.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,120 global accepts · Rating: 1100 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[dantoh's solution](#)

**132.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,577 global accepts · Rating: 1100 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers  
[dantoh's solution](#)

**133.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,133 global accepts · Rating: 1100 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[dantoh's solution](#)

**134.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,619 global accepts · Rating: 1100 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[dantoh's solution](#)

**135.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[dantoh's solution](#)

**136.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[dantoh's solution](#)

**137.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[dantoh's solution](#)

**138.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[dantoh's solution](#)

**139.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,000 global accepts · Rating: 1100 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[dantoh's solution](#)

**140.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[dantoh's solution](#)

**141.**

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dantoh's solution](#)

**142.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[dantoh's solution](#)

**143.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,784 global accepts · Rating: 1100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[dantoh's solution](#)

**144.**

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special

[dantoh's solution](#)

**145.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[dantoh's solution](#)

**146.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,735 global accepts · Rating: 1100 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: math

[dantoh's solution](#)

**147.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[dantoh's solution](#)

**148.**

1342B

[Binary Period](#) · [Tutorial](#)

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

[dantoh's solution](#)

**149.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[dantoh's solution](#)

**150.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[dantoh's solution](#)

**151.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[dantoh's solution](#)

**152.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: math

[dantoh's solution](#)

**153.**

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: greedy, math

[dantoh's solution](#)

**154.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: graphs, implementation

[dantoh's solution](#)

**155.**

1202A

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

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[dantoh's solution](#)

**156.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: brute force, math

[dantoh's solution](#)

**157.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[dantoh's solution](#)

**158.**

368B

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

Quality: 49,903 global accepts · Rating: 1100 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: data structures, dp

[dantoh's solution](#)

**159.**

1119A

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

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

[dantoh's solution](#)

**160.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,315 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dantoh's solution](#)

**161.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dantoh's solution](#)

**162.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,951 global accepts · Rating: 1200 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[dantoh's solution](#)

**163.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,836 global accepts · Rating: 1200 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[dantoh's solution](#)

**164.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[dantoh's solution](#)

**165.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[dantoh's solution](#)

**166.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[dantoh's solution](#)

**167.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,043 global accepts · Rating: 1200 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[dantoh's solution](#)

**168.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers  
[dantoh's solution](#)

**169.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[dantoh's solution](#)

**170.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,399 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[dantoh's solution](#)

**171.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings  
[dantoh's solution](#)

**172.**

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[dantoh's solution](#)

**173.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,289 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers  
[dantoh's solution](#)

**174.**

1352C

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

Quality: 69,779 global accepts · Rating: 1200 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: binary search, math  
[dantoh's solution](#)

**175.**

1352B

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

Quality: 44,826 global accepts · Rating: 1200 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[dantoh's solution](#)

**176.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy  
[dantoh's solution](#)

**177.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: implementation, math  
[dantoh's solution](#)

**178.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[dantoh's solution](#)

**179.**

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: greedy, number theory  
[dantoh's solution](#)

**180.**

1270B

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

Quality: 17,375 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[dantoh's solution](#)

**181.**

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms  
[dantoh's solution](#)

**182.**

1257C

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

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

two pointers

[dantoh's solution](#)

**183.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[dantoh's solution](#)

**184.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[dantoh's solution](#)

**185.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[dantoh's solution](#)

**186.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: data structures, greedy

[dantoh's solution](#)

**187.**

1150C

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

Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dantoh's solution](#)

**188.**

1153B

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

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[dantoh's solution](#)

**189.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,736 global accepts · Rating: 1300 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[dantoh's solution](#)

**190.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1300 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[dantoh's solution](#)

**191.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,206 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths

[dantoh's solution](#)

**192.**

2187A

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

Quality: 15,871 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dantoh's solution](#)

**193.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,902 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[dantoh's solution](#)

**194.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[dantoh's solution](#)

**195.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dantoh's solution](#)

**196.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[dantoh's solution](#)

**197.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[dantoh's solution](#)

**198.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[dantoh's solution](#)

**199.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,350 global accepts · Rating: 1300 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[dantoh's solution](#)

**200.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[dantoh's solution](#)

**201.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[dantoh's solution](#)

**202.**

1381A1

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

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[dantoh's solution](#)

**203.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[dantoh's solution](#)

**204.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers  
[dantoh's solution](#)

**205.**

1364B

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

Quality: 26,186 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[dantoh's solution](#)

**206.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[dantoh's solution](#)

**207.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,997 global accepts · Rating: 1300 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths  
[dantoh's solution](#)

**208.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,012 global accepts · Rating: 1300 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[dantoh's solution](#)

**209.**

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2020-05-20 · Q# (first AC) · Tags: \*special  
[dantoh's solution](#)

**210.**

1352D

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

Quality: 29,858 global accepts · Rating: 1300 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: implementation  
[dantoh's solution](#)

**211.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: \*special, brute force, number theory  
[dantoh's solution](#)

**212.**

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: greedy  
[dantoh's solution](#)

**213.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 1300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[dantoh's solution](#)

**214.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[dantoh's solution](#)

**215.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[dantoh's solution](#)

**216.**

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation, two pointers

[dantoh's solution](#)

**217.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[dantoh's solution](#)

**218.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[dantoh's solution](#)

**219.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, math

[dantoh's solution](#)

**220.**

1119B

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

Quality: 16,370 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[dantoh's solution](#)

**221.**

4C

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

Quality: 108,166 global accepts · Rating: 1300 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[dantoh's solution](#)

**222.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,546 global accepts · Rating: 1400 · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[dantoh's solution](#)

**223.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1400 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[dantoh's solution](#)

**224.**

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,846 global accepts · Rating: 1400 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy  
[dantoh's solution](#)

**225.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1400 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs  
[dantoh's solution](#)

**226.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,650 global accepts · Rating: 1400 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive  
[dantoh's solution](#)

**227.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory  
[dantoh's solution](#)

**228.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,067 global accepts · Rating: 1400 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy  
[dantoh's solution](#)

**229.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[dantoh's solution](#)

**230.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1400 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[dantoh's solution](#)

**231.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math  
[dantoh's solution](#)

**232.**

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers  
[dantoh's solution](#)

**233.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings  
[dantoh's solution](#)

**234.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[dantoh's solution](#)

**235.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[dantoh's solution](#)

**236.**

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[dantoh's solution](#)

**237.**

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[dantoh's solution](#)

**238.**

1362C

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

Quality: 23,709 global accepts · Rating: 1400 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[dantoh's solution](#)

**239.**

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[dantoh's solution](#)

**240.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dantoh's solution](#)

**241.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dantoh's solution](#)

**242.**

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2020-05-20 · Q# (first AC) · Tags: \*special

[dantoh's solution](#)

**243.**

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2020-05-20 · Q# (first AC) · Tags: \*special

[dantoh's solution](#)

**244.**

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2020-05-20 · Q# (first AC) · Tags: \*special

[dantoh's solution](#)

**245.**

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[dantoh's solution](#)

**246.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[dantoh's solution](#)

**247.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,466 global accepts · Rating: 1400 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dp, math, number theory

[dantoh's solution](#)

**248.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[dantoh's solution](#)

**249.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[dantoh's solution](#)

**250.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1400 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[dantoh's solution](#)

**251.**

26B

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

Quality: 25,857 global accepts · Rating: 1400 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy

[dantoh's solution](#)

**252.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[dantoh's solution](#)

**253.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,142 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[dantoh's solution](#)

**254.**

1284B

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

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

[dantoh's solution](#)

## 255.

1277C

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

Rating: 1400 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: dp, greedy

[dantoh's solution](#)

## 256.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[dantoh's solution](#)

## 257.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[dantoh's solution](#)

## 258.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[dantoh's solution](#)

## 259.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[dantoh's solution](#)

## 260.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[dantoh's solution](#)

## 261.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dp

[dantoh's solution](#)

## 262.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: greedy, strings

[dantoh's solution](#)

## 263.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dantoh's solution](#)

## 264.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: implementation, math

[dantoh's solution](#)

**265.**

1215B

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

Quality: 18,352 global accepts · Rating: 1400 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation  
[dantoh's solution](#)

**266.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: brute force, math  
[dantoh's solution](#)

**267.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,642 global accepts · Rating: 1500 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[dantoh's solution](#)

**268.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[dantoh's solution](#)

**269.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[dantoh's solution](#)

**270.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[dantoh's solution](#)

**271.**

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
[dantoh's solution](#)

**272.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[dantoh's solution](#)

**273.**

1368B

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

Quality: 21,441 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[dantoh's solution](#)

**274.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[dantoh's solution](#)

**275.**

1352F

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

Quality: 19,403 global accepts · Rating: 1500 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[dantoh's solution](#)

**276.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,018 global accepts · Rating: 1500 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[dantoh's solution](#)

**277.**

1340A

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

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

[dantoh's solution](#)

**278.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, math

[dantoh's solution](#)

**279.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,862 global accepts · Rating: 1500 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[dantoh's solution](#)

**280.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[dantoh's solution](#)

**281.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: greedy, math

[dantoh's solution](#)

**282.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: brute force, sortings

[dantoh's solution](#)

**283.**

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · last AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[dantoh's solution](#)

**284.**

1265C

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

Rating: 1500 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[dantoh's solution](#)

**285.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[dantoh's solution](#)

**286.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[dantoh's solution](#)

**287.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: math  
[dantoh's solution](#)

**288.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: combinatorics, math  
[dantoh's solution](#)

**289.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,943 global accepts · Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[dantoh's solution](#)

**290.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[dantoh's solution](#)

**291.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: dp, greedy  
[dantoh's solution](#)

**292.**

1163B1

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

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: data structures, implementation  
[dantoh's solution](#)

**293.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,929 global accepts · Rating: 1500 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers  
[dantoh's solution](#)

**294.**

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[dantoh's solution](#)

**295.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[dantoh's solution](#)

**296.**

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2026-04-14 · last AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[dantoh's solution](#)

**297.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dantoh's solution](#)

**298.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,465 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[dantoh's solution](#)

**299.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[dantoh's solution](#)

**300.**

1498C

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

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[dantoh's solution](#)

**301.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[dantoh's solution](#)

**302.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[dantoh's solution](#)

**303.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dantoh's solution](#)

**304.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[dantoh's solution](#)

**305.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy,

implementation

[dantoh's solution](#)

**306.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[dantoh's solution](#)

**307.**

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[dantoh's solution](#)

**308.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[dantoh's solution](#)

**309.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[dantoh's solution](#)

**310.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[dantoh's solution](#)

**311.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[dantoh's solution](#)

**312.**

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[dantoh's solution](#)

**313.**

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2020-05-20 · Q# (first AC) · Tags: \*special

[dantoh's solution](#)

**314.**

1352G

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

Quality: 24,804 global accepts · Rating: 1600 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[dantoh's solution](#)

**315.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[dantoh's solution](#)

**316.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[dantoh's solution](#)

**317.**

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[dantoh's solution](#)

**318.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math, number theory, sortings  
[dantoh's solution](#)

**319.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: math, number theory  
[dantoh's solution](#)

**320.**

1336A

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

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[dantoh's solution](#)

**321.**

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory  
[dantoh's solution](#)

**322.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation  
[dantoh's solution](#)

**323.**

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings  
[dantoh's solution](#)

**324.**

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math  
[dantoh's solution](#)

**325.**

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings  
[dantoh's solution](#)

**326.**

1262D1

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

Rating: 1600 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: data structures, greedy

[dantoh's solution](#)

**327.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[dantoh's solution](#)

**328.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,338 global accepts · Rating: 1600 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: greedy, two pointers

[dantoh's solution](#)

**329.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[dantoh's solution](#)

**330.**

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —

[dantoh's solution](#)

**331.**

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[dantoh's solution](#)

**332.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

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

[dantoh's solution](#)

**333.**

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: data structures, implementation

[dantoh's solution](#)

**334.**

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · last AC: 2019-04-19 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[dantoh's solution](#)

**335.**

1151B

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

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · last AC: 2019-04-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[dantoh's solution](#)

**336.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,442 global accepts · Rating: 1700 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[dantoh's solution](#)

**337.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[dantoh's solution](#)

**338.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[dantoh's solution](#)

**339.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[dantoh's solution](#)

**340.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[dantoh's solution](#)

**341.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[dantoh's solution](#)

**342.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[dantoh's solution](#)

**343.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[dantoh's solution](#)

**344.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[dantoh's solution](#)

**345.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[dantoh's solution](#)

**346.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,317 global accepts · Rating: 1700 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[dantoh's solution](#)

**347.**

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[dantoh's solution](#)

**348.**

1041D

[Glider · Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[dantoh's solution](#)

**349.**

1368D

[AND, OR and square sum · Tutorial](#)

Quality: 13,664 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[dantoh's solution](#)

**350.**

1365D

[Solve The Maze · Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[dantoh's solution](#)

**351.**

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

[dantoh's solution](#)

**352.**

1360F

[Spy-string · Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[dantoh's solution](#)

**353.**

1359C

[Mixing Water · Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[dantoh's solution](#)

**354.**

1340B

[Nastya and Scoreboard · Tutorial](#)

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

[dantoh's solution](#)

**355.**

295B

[Greg and Graph · Tutorial](#)

Quality: 17,661 global accepts · Rating: 1700 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[dantoh's solution](#)

**356.**

219D

[Choosing Capital for Treeland · Tutorial](#)

Quality: 12,489 global accepts · Rating: 1700 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[dantoh's solution](#)

**357.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[dantoh's solution](#)

**358.**

1329B

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

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

[dantoh's solution](#)

**359.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[dantoh's solution](#)

**360.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: combinatorics, math

[dantoh's solution](#)

**361.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[dantoh's solution](#)

**362.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dantoh's solution](#)

**363.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: dp

[dantoh's solution](#)

**364.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings

[dantoh's solution](#)

**365.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[dantoh's solution](#)

**366.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[dantoh's solution](#)

**367.**

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[dantoh's solution](#)

**368.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: dp, implementation

[dantoh's solution](#)

**369.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[dantoh's solution](#)

**370.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 1700 · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: dp

[dantoh's solution](#)

**371.**

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[dantoh's solution](#)

**372.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[dantoh's solution](#)

**373.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[dantoh's solution](#)

**374.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: dp

[dantoh's solution](#)

**375.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,891 global accepts · Rating: 1700 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[dantoh's solution](#)

**376.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: math, number theory

[dantoh's solution](#)

**377.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: games, greedy, math

[dantoh's solution](#)

**378.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[dantoh's solution](#)

**379.**

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths  
[dantoh's solution](#)

**380.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force  
[dantoh's solution](#)

**381.**

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: greedy, strings  
[dantoh's solution](#)

**382.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math  
[dantoh's solution](#)

**383.**

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[dantoh's solution](#)

**384.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,324 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[dantoh's solution](#)

**385.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers  
[dantoh's solution](#)

**386.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[dantoh's solution](#)

**387.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[dantoh's solution](#)

**388.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[dantoh's solution](#)

**389.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[dantoh's solution](#)

**390.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[dantoh's solution](#)

**391.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[dantoh's solution](#)

**392.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[dantoh's solution](#)

**393.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[dantoh's solution](#)

**394.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[dantoh's solution](#)

**395.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dantoh's solution](#)

**396.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,940 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[dantoh's solution](#)

**397.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[dantoh's solution](#)

**398.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dantoh's solution](#)

**399.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dantoh's solution](#)

**400.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[dantoh's solution](#)

**401.**

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-06-19 · last AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[dantoh's solution](#)

**402.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[dantoh's solution](#)

**403.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[dantoh's solution](#)

**404.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[dantoh's solution](#)

**405.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, two pointers

[dantoh's solution](#)

**406.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[dantoh's solution](#)

**407.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: dp

[dantoh's solution](#)

**408.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,876 global accepts · Rating: 1800 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: bitmasks, dp

[dantoh's solution](#)

**409.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees

[dantoh's solution](#)

**410.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[dantoh's solution](#)

**411.**

1329A

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

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

[dantoh's solution](#)

**412.**

1290B

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

Quality: 7,161 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[dantoh's solution](#)

**413.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[dantoh's solution](#)

**414.**

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

[dantoh's solution](#)

**415.**

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[dantoh's solution](#)

**416.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[dantoh's solution](#)

**417.**

1262D2

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

Rating: 1800 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[dantoh's solution](#)

**418.**

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[dantoh's solution](#)

**419.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: binary search, greedy  
[dantoh's solution](#)

**420.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[dantoh's solution](#)

**421.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: greedy, implementation  
[dantoh's solution](#)

**422.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees  
[dantoh's solution](#)

**423.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: combinatorics  
[dantoh's solution](#)

**424.**

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation  
[dantoh's solution](#)

**425.**

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · last AC: 2019-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[dantoh's solution](#)

**426.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings  
[dantoh's solution](#)

**427.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees  
[dantoh's solution](#)

**428.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory  
[dantoh's solution](#)

**429.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,022 global accepts · Rating: 1900 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[dantoh's solution](#)

**430.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[dantoh's solution](#)

**431.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[dantoh's solution](#)

**432.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[dantoh's solution](#)

**433.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[dantoh's solution](#)

**434.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[dantoh's solution](#)

**435.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[dantoh's solution](#)

**436.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[dantoh's solution](#)

**437.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[dantoh's solution](#)

**438.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[dantoh's solution](#)

**439.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[dantoh's solution](#)

**440.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[dantoh's solution](#)

**441.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2020-06-22 · last AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[dantoh's solution](#)

**442.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[dantoh's solution](#)

**443.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[dantoh's solution](#)

**444.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[dantoh's solution](#)

**445.**

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[dantoh's solution](#)

**446.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dantoh's solution](#)

**447.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[dantoh's solution](#)

**448.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,173 global accepts · Rating: 1900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[dantoh's solution](#)

**449.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings  
[dantoh's solution](#)

**450.**

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers  
[dantoh's solution](#)

**451.**

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation  
[dantoh's solution](#)

**452.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 1900 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, two pointers  
[dantoh's solution](#)

**453.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[dantoh's solution](#)

**454.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[dantoh's solution](#)

**455.**

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings  
[dantoh's solution](#)

**456.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[dantoh's solution](#)

**457.**

5C

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

Quality: 18,070 global accepts · Rating: 1900 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings  
[dantoh's solution](#)

**458.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1900 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dsu, graphs, trees  
[dantoh's solution](#)

**459.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1900 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: data structures, trees

[dantoh's solution](#)

**460.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dp

[dantoh's solution](#)

**461.**

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[dantoh's solution](#)

**462.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[dantoh's solution](#)

**463.**

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[dantoh's solution](#)

**464.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: dp

[dantoh's solution](#)

**465.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[dantoh's solution](#)

**466.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,890 global accepts · Rating: 1900 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[dantoh's solution](#)

**467.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[dantoh's solution](#)

**468.**

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[dantoh's solution](#)

**469.**

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, math

[dantoh's solution](#)

**470.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[dantoh's solution](#)

**471.**

1265D

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

Rating: 1900 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[dantoh's solution](#)

**472.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1900 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[dantoh's solution](#)

**473.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[dantoh's solution](#)

**474.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-10-01 · last AC: 2019-10-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[dantoh's solution](#)

**475.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-09-13 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[dantoh's solution](#)

**476.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[dantoh's solution](#)

**477.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[dantoh's solution](#)

**478.**

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[dantoh's solution](#)

**479.**

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: brute force, geometry

[dantoh's solution](#)

**480.**

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, math

[dantoh's solution](#)

**481.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[dantoh's solution](#)

**482.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[dantoh's solution](#)

**483.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[dantoh's solution](#)

**484.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[dantoh's solution](#)

**485.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2026-02-18 · last AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[dantoh's solution](#)

**486.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[dantoh's solution](#)

**487.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,512 global accepts · Rating: 2000 · first AC: 2024-08-30 · last AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[dantoh's solution](#)

**488.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-14 · last AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[dantoh's solution](#)

**489.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[dantoh's solution](#)

**490.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2026-02-06 · last AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[dantoh's solution](#)

**491.**

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2026-02-05 · last AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[dantoh's solution](#)

**492.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[dantoh's solution](#)

**493.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2026-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dantoh's solution](#)

**494.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,895 global accepts · Rating: 2000 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[dantoh's solution](#)

**495.**

1976D

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

Quality: 5,799 global accepts · Rating: 2000 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[dantoh's solution](#)

**496.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2026-01-28 · last AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[dantoh's solution](#)

**497.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,608 global accepts · Rating: 2000 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[dantoh's solution](#)

**498.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[dantoh's solution](#)

**499.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2026-01-26 · last AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dantoh's solution](#)

**500.**

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[dantoh's solution](#)

**501.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2026-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[dantoh's solution](#)

**502.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[dantoh's solution](#)

**503.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[dantoh's solution](#)

**504.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[dantoh's solution](#)

**505.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[dantoh's solution](#)

**506.**

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[dantoh's solution](#)

**507.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 2000 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[dantoh's solution](#)

**508.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[dantoh's solution](#)

**509.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[dantoh's solution](#)

**510.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[dantoh's solution](#)

**511.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings  
[dantoh's solution](#)

**512.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees  
[dantoh's solution](#)

**513.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,630 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  
[dantoh's solution](#)

**514.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings  
[dantoh's solution](#)

**515.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers  
[dantoh's solution](#)

**516.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: ternary search  
[dantoh's solution](#)

**517.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[dantoh's solution](#)

**518.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory  
[dantoh's solution](#)

**519.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 2000 · first AC: 2020-05-31 · last AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[dantoh's solution](#)

**520.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[dantoh's solution](#)

**521.**

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[dantoh's solution](#)

**522.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[dantoh's solution](#)

**523.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,860 global accepts · Rating: 2000 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[dantoh's solution](#)

**524.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[dantoh's solution](#)

**525.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[dantoh's solution](#)

**526.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[dantoh's solution](#)

**527.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[dantoh's solution](#)

**528.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[dantoh's solution](#)

**529.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: dp

[dantoh's solution](#)

**530.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,158 global accepts · Rating: 2000 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[dantoh's solution](#)

**531.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: dfs and similar

[dantoh's solution](#)

**532.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: brute force, math

[dantoh's solution](#)

**533.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[dantoh's solution](#)

**534.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[dantoh's solution](#)

**535.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[dantoh's solution](#)

**536.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2000 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[dantoh's solution](#)

**537.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[dantoh's solution](#)

**538.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2020-03-29 · last AC: 2020-03-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[dantoh's solution](#)

**539.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[dantoh's solution](#)

**540.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: data structures, schedules  
[dantoh's solution](#)

**541.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: dp, math  
[dantoh's solution](#)

**542.**

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math  
[dantoh's solution](#)

**543.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
[dantoh's solution](#)

**544.**

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers  
[dantoh's solution](#)

**545.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[dantoh's solution](#)

**546.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[dantoh's solution](#)

**547.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees  
[dantoh's solution](#)

**548.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings  
[dantoh's solution](#)

**549.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees  
[dantoh's solution](#)

**550.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[dantoh's solution](#)

**551.**

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[dantoh's solution](#)

**552.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[dantoh's solution](#)

**553.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[dantoh's solution](#)

**554.**

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[dantoh's solution](#)

**555.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[dantoh's solution](#)

**556.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[dantoh's solution](#)

**557.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[dantoh's solution](#)

**558.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[dantoh's solution](#)

**559.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[dantoh's solution](#)

**560.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[dantoh's solution](#)

**561.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[dantoh's solution](#)

**562.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[dantoh's solution](#)

**563.**

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[dantoh's solution](#)

**564.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[dantoh's solution](#)

**565.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[dantoh's solution](#)

**566.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[dantoh's solution](#)

**567.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[dantoh's solution](#)

**568.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[dantoh's solution](#)

**569.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[dantoh's solution](#)

### 570.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[dantoh's solution](#)

### 571.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[dantoh's solution](#)

### 572.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[dantoh's solution](#)

### 573.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 2100 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[dantoh's solution](#)

### 574.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[dantoh's solution](#)

### 575.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dantoh's solution](#)

### 576.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[dantoh's solution](#)

### 577.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[dantoh's solution](#)

### 578.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[dantoh's solution](#)

### 579.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation, sortings

[dantoh's solution](#)

**580.**

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[dantoh's solution](#)

**581.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[dantoh's solution](#)

**582.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[dantoh's solution](#)

**583.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[dantoh's solution](#)

**584.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[dantoh's solution](#)

**585.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[dantoh's solution](#)

**586.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[dantoh's solution](#)

**587.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,729 global accepts · Rating: 2100 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[dantoh's solution](#)

**588.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 2100 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[dantoh's solution](#)

**589.**

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: flows, graphs, math

[dantoh's solution](#)

**590.**

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[dantoh's solution](#)

**591.**

1312E

[Array Shrinking · Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: dp, greedy

[dantoh's solution](#)

**592.**

484B

[Maximum Value · Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[dantoh's solution](#)

**593.**

1278D

[Segment Tree · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[dantoh's solution](#)

**594.**

1284D

[New Year and Conference · Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[dantoh's solution](#)

**595.**

1263E

[Editor · Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-07 · GNU C++11 (first AC) · Tags: data structures, implementation

[dantoh's solution](#)

**596.**

1265E

[Beautiful Mirrors · Tutorial](#)

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: data structures, dp, math, probabilities

[dantoh's solution](#)

**597.**

1255E2

[Send Boxes to Alice \(Hard Version\) · Tutorial](#)

Rating: 2100 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[dantoh's solution](#)

**598.**

1252K

[Addition Robot · Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[dantoh's solution](#)

**599.**

1252G

[Performance Review · Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[dantoh's solution](#)

**600.**

1202C

[You Are Given a WASD-string... · Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-09-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy,

implementation, math, strings

[dantoh's solution](#)

**601.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[dantoh's solution](#)

**602.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[dantoh's solution](#)

**603.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[dantoh's solution](#)

**604.**

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[dantoh's solution](#)

**605.**

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[dantoh's solution](#)

**606.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[dantoh's solution](#)

**607.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[dantoh's solution](#)

**608.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-04-08 · last AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[dantoh's solution](#)

**609.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,781 global accepts · Rating: 2200 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[dantoh's solution](#)

**610.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[dantoh's solution](#)

**611.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[dantoh's solution](#)

**612.**

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[dantoh's solution](#)

**613.**

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[dantoh's solution](#)

**614.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[dantoh's solution](#)

**615.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[dantoh's solution](#)

**616.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[dantoh's solution](#)

**617.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[dantoh's solution](#)

**618.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[dantoh's solution](#)

**619.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2026-01-23 · last AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[dantoh's solution](#)

**620.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[dantoh's solution](#)

## 621.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[dantoh's solution](#)

## 622.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[dantoh's solution](#)

## 623.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[dantoh's solution](#)

## 624.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2026-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[dantoh's solution](#)

## 625.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[dantoh's solution](#)

## 626.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-12-30 · last AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[dantoh's solution](#)

## 627.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[dantoh's solution](#)

## 628.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[dantoh's solution](#)

## 629.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[dantoh's solution](#)

**630.**

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[dantoh's solution](#)

**631.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[dantoh's solution](#)

**632.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[dantoh's solution](#)

**633.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[dantoh's solution](#)

**634.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-12-19 · last AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[dantoh's solution](#)

**635.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[dantoh's solution](#)

**636.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[dantoh's solution](#)

**637.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[dantoh's solution](#)

**638.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dantoh's solution](#)

**639.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dantoh's solution](#)

**640.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[dantoh's solution](#)

**641.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dantoh's solution](#)

**642.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[dantoh's solution](#)

**643.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[dantoh's solution](#)

**644.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[dantoh's solution](#)

**645.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[dantoh's solution](#)

**646.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[dantoh's solution](#)

**647.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[dantoh's solution](#)

**648.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[dantoh's solution](#)

**649.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[dantoh's solution](#)

**650.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[dantoh's solution](#)

**651.**

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[dantoh's solution](#)

**652.**

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[dantoh's solution](#)

**653.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2200 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[dantoh's solution](#)

**654.**

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees

[dantoh's solution](#)

**655.**

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[dantoh's solution](#)

**656.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[dantoh's solution](#)

**657.**

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[dantoh's solution](#)

**658.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[dantoh's solution](#)

**659.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[dantoh's solution](#)

**660.**

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: graphs, math

[dantoh's solution](#)

**661.**

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: data structures, math

[dantoh's solution](#)

**662.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[dantoh's solution](#)

**663.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: data structures

[dantoh's solution](#)

**664.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,098 global accepts · Rating: 2200 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[dantoh's solution](#)

**665.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: data structures

[dantoh's solution](#)

**666.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[dantoh's solution](#)

**667.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[dantoh's solution](#)

**668.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[dantoh's solution](#)

**669.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[dantoh's solution](#)

**670.**

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[dantoh's solution](#)

**671.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[dantoh's solution](#)

**672.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: dp

[dantoh's solution](#)

**673.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs

[dantoh's solution](#)

**674.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[dantoh's solution](#)

**675.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,283 global accepts · Rating: 2200 · first AC: 2020-03-16 · GNU C++11 (first AC) · Tags: dp

[dantoh's solution](#)

**676.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dantoh's solution](#)

**677.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[dantoh's solution](#)

**678.**

1262F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: dp

[dantoh's solution](#)

**679.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive

[dantoh's solution](#)

**680.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar,

greedy, trees

[dantoh's solution](#)

**681.**

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[dantoh's solution](#)

**682.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[dantoh's solution](#)

**683.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[dantoh's solution](#)

**684.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[dantoh's solution](#)

**685.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[dantoh's solution](#)

**686.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[dantoh's solution](#)

**687.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[dantoh's solution](#)

**688.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[dantoh's solution](#)

**689.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[dantoh's solution](#)

**690.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[dantoh's solution](#)

**691.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dantoh's solution](#)

**692.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[dantoh's solution](#)

**693.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[dantoh's solution](#)

**694.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[dantoh's solution](#)

**695.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[dantoh's solution](#)

**696.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[dantoh's solution](#)

**697.**

1255F

[Point Ordering](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive

[dantoh's solution](#)

**698.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[dantoh's solution](#)

**699.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[dantoh's solution](#)

**700.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[dantoh's solution](#)

## 701.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[dantoh's solution](#)

## 702.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[dantoh's solution](#)

## 703.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[dantoh's solution](#)

## 704.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[dantoh's solution](#)

## 705.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[dantoh's solution](#)

## 706.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[dantoh's solution](#)

## 707.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[dantoh's solution](#)

## 708.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[dantoh's solution](#)

## 709.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[dantoh's solution](#)

## 710.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: flows

[dantoh's solution](#)

**711.**

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[dantoh's solution](#)

**712.**

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[dantoh's solution](#)

**713.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[dantoh's solution](#)

**714.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dantoh's solution](#)

**715.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[dantoh's solution](#)

**716.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[dantoh's solution](#)

**717.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[dantoh's solution](#)

**718.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[dantoh's solution](#)

**719.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[dantoh's solution](#)

**720.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[dantoh's solution](#)

**721.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[dantoh's solution](#)

**722.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers  
[dantoh's solution](#)

**723.**

438D

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

Quality: 11,604 global accepts · Rating: 2300 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: data structures, math  
[dantoh's solution](#)

**724.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: combinatorics, fft, math  
[dantoh's solution](#)

**725.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[dantoh's solution](#)

**726.**

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: dp, probabilities, shortest paths  
[dantoh's solution](#)

**727.**

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, data structures  
[dantoh's solution](#)

**728.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers  
[dantoh's solution](#)

**729.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math  
[dantoh's solution](#)

**730.**

1277F

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

Rating: 2300 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math  
[dantoh's solution](#)

**731.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, strings  
[dantoh's solution](#)

**732.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
[dantoh's solution](#)

**733.**

1236D

[Alice and the Doll · Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation  
[dantoh's solution](#)

**734.**

1924C

[Fractal Origami · Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices  
[dantoh's solution](#)

**735.**

2193H

[Remove the Grail Tree · Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees  
[dantoh's solution](#)

**736.**

733E

[Sleep in Class · Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2026-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers  
[dantoh's solution](#)

**737.**

2171H

[Shiori Miyagi and Maximum Array Score · Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings  
[dantoh's solution](#)

**738.**

2032E

[Balanced · Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2026-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[dantoh's solution](#)

**739.**

2030F

[Orangutan Approved Subarrays · Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[dantoh's solution](#)

**740.**

2049E

[Broken Queries · Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive  
[dantoh's solution](#)

**741.**

2153E

[Zero Trailing Factorial · Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[dantoh's solution](#)

**742.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[dantoh's solution](#)

**743.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[dantoh's solution](#)

**744.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[dantoh's solution](#)

**745.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[dantoh's solution](#)

**746.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[dantoh's solution](#)

**747.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[dantoh's solution](#)

**748.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 2400 · first AC: 2019-12-26 · last AC: 2022-05-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[dantoh's solution](#)

**749.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[dantoh's solution](#)

**750.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[dantoh's solution](#)

**751.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dantoh's solution](#)

**752.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[dantoh's solution](#)

**753.**

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[dantoh's solution](#)

**754.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dantoh's solution](#)

**755.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[dantoh's solution](#)

**756.**

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[dantoh's solution](#)

**757.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[dantoh's solution](#)

**758.**

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[dantoh's solution](#)

**759.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[dantoh's solution](#)

**760.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[dantoh's solution](#)

**761.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2020-05-21 · last AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[dantoh's solution](#)

**762.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees  
[dantoh's solution](#)

**763.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[dantoh's solution](#)

**764.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
[dantoh's solution](#)

**765.**

1287E1

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

Rating: 2400 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive  
[dantoh's solution](#)

**766.**

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy  
[dantoh's solution](#)

**767.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[dantoh's solution](#)

**768.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[dantoh's solution](#)

**769.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers  
[dantoh's solution](#)

**770.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees  
[dantoh's solution](#)

**771.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2026-03-19 · last AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[dantoh's solution](#)

**772.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp  
[dantoh's solution](#)

**773.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[dantoh's solution](#)

**774.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[dantoh's solution](#)

**775.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-12-31 · last AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[dantoh's solution](#)

**776.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[dantoh's solution](#)

**777.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[dantoh's solution](#)

**778.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[dantoh's solution](#)

**779.**

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[dantoh's solution](#)

**780.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[dantoh's solution](#)

**781.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[dantoh's solution](#)

**782.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[dantoh's solution](#)

**783.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dantoh's solution](#)

**784.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[dantoh's solution](#)

**785.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[dantoh's solution](#)

**786.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[dantoh's solution](#)

**787.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[dantoh's solution](#)

**788.**

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[dantoh's solution](#)

**789.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-10-13 · last AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[dantoh's solution](#)

**790.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dantoh's solution](#)

**791.**

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[dantoh's solution](#)

**792.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[dantoh's solution](#)

**793.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[dantoh's solution](#)

**794.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[dantoh's solution](#)

**795.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[dantoh's solution](#)

**796.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[dantoh's solution](#)

**797.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[dantoh's solution](#)

**798.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[dantoh's solution](#)

**799.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[dantoh's solution](#)

**800.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[dantoh's solution](#)

**801.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[dantoh's solution](#)

**802.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2026-03-26 · last AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

dp, implementation, matrices

[dantoh's solution](#)

**803.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[dantoh's solution](#)

**804.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[dantoh's solution](#)

**805.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2026-01-10 · last AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[dantoh's solution](#)

**806.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-12-20 · last AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[dantoh's solution](#)

**807.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[dantoh's solution](#)

**808.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[dantoh's solution](#)

**809.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[dantoh's solution](#)

**810.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[dantoh's solution](#)

**811.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dantoh's solution](#)

**812.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[dantoh's solution](#)

**813.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[dantoh's solution](#)

**814.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[dantoh's solution](#)

**815.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[dantoh's solution](#)

**816.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[dantoh's solution](#)

**817.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[dantoh's solution](#)

**818.**

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[dantoh's solution](#)

**819.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[dantoh's solution](#)

**820.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · last AC: 2020-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math

[dantoh's solution](#)

**821.**

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 2700 · first AC: 2026-04-09 · last AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, matrices

[dantoh's solution](#)

**822.**

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-04-06 · last AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[dantoh's solution](#)

**823.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[dantoh's solution](#)

**824.**

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2026-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[dantoh's solution](#)

**825.**

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[dantoh's solution](#)

**826.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dantoh's solution](#)

**827.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[dantoh's solution](#)

**828.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[dantoh's solution](#)

**829.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[dantoh's solution](#)

**830.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[dantoh's solution](#)

**831.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-15 · last AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[dantoh's solution](#)

**832.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 2700 · first AC: 2019-07-03 · last AC: 2019-07-03 · GNU C++11 (first AC) · Tags: data structures, dsu

[dantoh's solution](#)

**833.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[dantoh's solution](#)

**834.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[dantoh's solution](#)

**835.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[dantoh's solution](#)

**836.**

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2024-08-14 · last AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[dantoh's solution](#)

**837.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[dantoh's solution](#)

**838.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[dantoh's solution](#)

**839.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[dantoh's solution](#)

**840.**

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[dantoh's solution](#)

**841.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities, trees  
[dantoh's solution](#)

**842.**

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[dantoh's solution](#)

**843.**

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings  
[dantoh's solution](#)

**844.**

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · last AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dantoh's solution](#)

**845.**

102962D

[Long puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-01 · last AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dantoh's solution](#)

**846.**

102962C

[RPS string](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-01 · last AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dantoh's solution](#)

**847.**

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: —  
[dantoh's solution](#)

**848.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: —  
[dantoh's solution](#)

**849.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dantoh's solution](#)

**850.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: —  
[dantoh's solution](#)

**851.**

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · last AC: 2020-05-10 · GNU C++11 (first AC) · Tags: —  
[dantoh's solution](#)

**852.**

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: —

[dantoh's solution](#)

**853.**

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: —

[dantoh's solution](#)