

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

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# Unique solved — davi bart

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

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Filters: none

Count: 588

1.

1942A

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2.

1773F

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3.

1696A

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4.

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5.

1676B

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6.

1676A

[Lucky?](#) · [Tutorial](#)

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7.

1571A

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8.

1517A

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9.

1490A

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**10.**

1466B

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**11.**

1466A

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**12.**

1450A

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**13.**

1454B

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**14.**

1454A

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Quality: 44,055 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, probabilities

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**15.**

1438A

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1431A

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**17.**

1426A

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Quality: 54,954 global accepts · Rating: 800 · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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**18.**

1430B

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**19.**

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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**20.**

1388A

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1372A

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1371A

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**23.**

1369A

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1370A

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**25.**

1367B

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**26.**

1367A

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**27.**

71A

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**28.**

1360B

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**29.**

1360A

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**30.**

1352A

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**31.**

1325B

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**32.**

1325A

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**33.**

1312A

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**34.**

1305A

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**35.**

1307A

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**36.**

1303A

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**37.**

1270A

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**38.**

1243A

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**39.**

1220A

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**40.**

1209A

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**41.**

1207A

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42.

1206A

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43.

1200A

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44.

1196A

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45.

1191A

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46.

1189A

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47.

1148A

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48.

1167A

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49.

1159A

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50.

1150A

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51.

1152A

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52.

1144A

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**53.**

1139A

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**54.**

1136A

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**55.**

1114A

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**56.**

1108A

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**57.**

4A

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**58.**

977A

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**59.**

1696B

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**60.**

1609A

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**61.**

1606A

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**62.**

1505A

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Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation, interactive  
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**63.**

1488A

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1430A

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**66.**

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**67.**

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**68.**

1326B

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**69.**

1279A

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1213A

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**71.**

1208A

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**72.**

1206B

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**73.**

1204B

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**74.**

1201A

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Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: implementation, strings  
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- 75.**  
1138A  
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- 76.**  
1197A  
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- 77.**  
1187A  
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1166A  
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1150B  
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1144B  
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1141B  
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- 82.**  
1032A  
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- 83.**  
500A  
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- 84.**  
1676D  
[X-Sum](#) · [Tutorial](#)  
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- 85.**  
1490B  
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**86.**

1450B

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**87.**

1438B

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**88.**

1430C

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**89.**

1388B

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**90.**

761A

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**91.**

108A

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**92.**

1373A

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1346A

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**94.**

1326A

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1312B

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- 96.**  
1A  
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- 101.**  
1215A  
[Yellow Cards](#) · [Tutorial](#)  
Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[davi\\_bart's solution](#)
- 102.**  
1204A  
[BowWow and the Timetable](#) · [Tutorial](#)  
Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: math  
[davi\\_bart's solution](#)
- 103.**  
1203A  
[Circle of Students](#) · [Tutorial](#)  
Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation  
[davi\\_bart's solution](#)
- 104.**  
1199B  
[Water Lily](#) · [Tutorial](#)  
Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: geometry, math  
[davi\\_bart's solution](#)
- 105.**  
1199A  
[City Day](#) · [Tutorial](#)  
Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: implementation  
[davi\\_bart's solution](#)
- 106.**  
1197B  
[Pillars](#) · [Tutorial](#)  
Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: greedy, implementation  
[davi\\_bart's solution](#)

**107.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math  
[davi\\_bart's solution](#)

**108.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

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

**109.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, math  
[davi\\_bart's solution](#)

**110.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,574 global accepts · Rating: 1000 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math  
[davi\\_bart's solution](#)

**111.**

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings  
[davi\\_bart's solution](#)

**112.**

1155A

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

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: implementation, sortings, strings  
[davi\\_bart's solution](#)

**113.**

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: brute force, strings  
[davi\\_bart's solution](#)

**114.**

1144C

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

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[davi\\_bart's solution](#)

**115.**

1140A

[Detective Book](#) · [Tutorial](#)

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

**116.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: greedy, implementation  
[davi\\_bart's solution](#)

**117.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: implementation, math  
[davi\\_bart's solution](#)

**118.**

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[davi\\_bart's solution](#)

**119.**

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp  
[davi\\_bart's solution](#)

**120.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[davi\\_bart's solution](#)

**121.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,067 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[davi\\_bart's solution](#)

**122.**

1609B

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

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

**123.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[davi\\_bart's solution](#)

**124.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,822 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math  
[davi\\_bart's solution](#)

**125.**

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math  
[davi\\_bart's solution](#)

**126.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[davi\\_bart's solution](#)

**127.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[davi\\_bart's solution](#)

**128.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[davi\\_bart's solution](#)

**129.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,781 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[davi\\_bart's solution](#)

**130.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[davi\\_bart's solution](#)

**131.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[davi\\_bart's solution](#)

**132.**

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[davi\\_bart's solution](#)

**133.**

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[davi\\_bart's solution](#)

**134.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: implementation, math

[davi\\_bart's solution](#)

**135.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: implementation

[davi\\_bart's solution](#)

**136.**

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation, sortings

[davi\\_bart's solution](#)

**137.**

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[davi\\_bart's solution](#)

**138.**

1517B

[Morning Jogging](#) · [Tutorial](#)

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

[davi\\_bart's solution](#)

**139.**

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[davi\\_bart's solution](#)

**140.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[davi\\_bart's solution](#)

**141.**

574A

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

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[davi\\_bart's solution](#)

**142.**

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[davi\\_bart's solution](#)

**143.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[davi\\_bart's solution](#)

**144.**

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[davi\\_bart's solution](#)

**145.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[davi\\_bart's solution](#)

**146.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[davi\\_bart's solution](#)

**147.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[davi\\_bart's solution](#)

**148.**

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[davi\\_bart's solution](#)

**149.**

1352B

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

Quality: 44,818 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[davi\\_bart's solution](#)

**150.**

1305B

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

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

[davi\\_bart's solution](#)

**151.**

1270B

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

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

[davi\\_bart's solution](#)

**152.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[davi\\_bart's solution](#)

**153.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: math

[davi\\_bart's solution](#)

**154.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[davi\\_bart's solution](#)

**155.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[davi\\_bart's solution](#)

**156.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy, math

[davi\\_bart's solution](#)

**157.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: dp, greedy

[davi\\_bart's solution](#)

**158.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[davi\\_bart's solution](#)

**159.**

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[davi\\_bart's solution](#)

**160.**

1150C

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

Rating: 1200 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[davi\\_bart's solution](#)

**161.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: dp, greedy, math

[davi\\_bart's solution](#)

**162.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[davi\\_bart's solution](#)

**163.**

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,026 global accepts · Rating: 1200 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[davi\\_bart's solution](#)

**164.**

1942C1

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

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

[davi\\_bart's solution](#)

**165.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[davi\\_bart's solution](#)

**166.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[davi\\_bart's solution](#)

**167.**

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[davi\\_bart's solution](#)

**168.**

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[davi\\_bart's solution](#)

**169.**

1534C

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

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[davi\\_bart's solution](#)

**170.**

1466C

[Canine poetry](#) · [Tutorial](#)

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

[davi\\_bart's solution](#)

**171.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[davi\\_bart's solution](#)

**172.**

1454D

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

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[davi\\_bart's solution](#)

**173.**

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[davi\\_bart's solution](#)

**174.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory  
[davi\\_bart's solution](#)

**175.**

1372B

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

Quality: 36,384 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[davi\\_bart's solution](#)

**176.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[davi\\_bart's solution](#)

**177.**

1373C

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

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: math  
[davi\\_bart's solution](#)

**178.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[davi\\_bart's solution](#)

**179.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,993 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths  
[davi\\_bart's solution](#)

**180.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,994 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[davi\\_bart's solution](#)

**181.**

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[davi\\_bart's solution](#)

**182.**

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[davi\\_bart's solution](#)

**183.**

1322A

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

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

[davi\\_bart's solution](#)

**184.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[davi\\_bart's solution](#)

**185.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · last AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[davi\\_bart's solution](#)

**186.**

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[davi\\_bart's solution](#)

**187.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: games, greedy, strings

[davi\\_bart's solution](#)

**188.**

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: math, number theory

[davi\\_bart's solution](#)

**189.**

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

[davi\\_bart's solution](#)

**190.**

1217A

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

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

[davi\\_bart's solution](#)

**191.**

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[davi\\_bart's solution](#)

**192.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation, math  
[davi\\_bart's solution](#)

**193.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings  
[davi\\_bart's solution](#)

**194.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings  
[davi\\_bart's solution](#)

**195.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: greedy  
[davi\\_bart's solution](#)

**196.**

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: implementation, math  
[davi\\_bart's solution](#)

**197.**

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: greedy  
[davi\\_bart's solution](#)

**198.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: greedy  
[davi\\_bart's solution](#)

**199.**

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math  
[davi\\_bart's solution](#)

**200.**

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, math  
[davi\\_bart's solution](#)

**201.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[davi\\_bart's solution](#)

**202.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[davi\\_bart's solution](#)

**203.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[davi\\_bart's solution](#)

**204.**

1609C

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

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

[davi\\_bart's solution](#)

**205.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[davi\\_bart's solution](#)

**206.**

1517C

[Fillomino 2](#) · [Tutorial](#)

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

[davi\\_bart's solution](#)

**207.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[davi\\_bart's solution](#)

**208.**

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, two pointers

[davi\\_bart's solution](#)

**209.**

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[davi\\_bart's solution](#)

**210.**

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[davi\\_bart's solution](#)

**211.**

955B

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

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[davi\\_bart's solution](#)

**212.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,004 global accepts · Rating: 1400 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[davi\\_bart's solution](#)

**213.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,587 global accepts · Rating: 1400 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy  
[davi\\_bart's solution](#)

**214.**

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[davi\\_bart's solution](#)

**215.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[davi\\_bart's solution](#)

**216.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[davi\\_bart's solution](#)

**217.**

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[davi\\_bart's solution](#)

**218.**

1374D

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

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[davi\\_bart's solution](#)

**219.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[davi\\_bart's solution](#)

**220.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,139 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[davi\\_bart's solution](#)

**221.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[davi\\_bart's solution](#)

**222.**

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, greedy

[davi\\_bart's solution](#)

**223.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[davi\\_bart's solution](#)

**224.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[davi\\_bart's solution](#)

**225.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

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

[davi\\_bart's solution](#)

**226.**

1270C

[Make Good](#) · [Tutorial](#)

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

[davi\\_bart's solution](#)

**227.**

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[davi\\_bart's solution](#)

**228.**

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[davi\\_bart's solution](#)

**229.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[davi\\_bart's solution](#)

**230.**

1215B

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

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[davi\\_bart's solution](#)

**231.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[davi\\_bart's solution](#)

**232.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: math, number theory

[davi\\_bart's solution](#)

**233.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[davi\\_bart's solution](#)

**234.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: greedy, sortings

[davi\\_bart's solution](#)

**235.**

1195C

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

Quality: 34,835 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp

[davi\\_bart's solution](#)

**236.**

1191C

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

Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation

[davi\\_bart's solution](#)

**237.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math

[davi\\_bart's solution](#)

**238.**

1167C

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

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[davi\\_bart's solution](#)

**239.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, interactive, math

[davi\\_bart's solution](#)

**240.**

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: geometry

[davi\\_bart's solution](#)

**241.**

1144D

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

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[davi\\_bart's solution](#)

**242.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[davi\\_bart's solution](#)

**243.**

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[davi\\_bart's solution](#)

**244.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[davi\\_bart's solution](#)

**245.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

sortings

[davi\\_bart's solution](#)

**246.**

1490F

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

Quality: 18,381 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[davi\\_bart's solution](#)

**247.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

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

[davi\\_bart's solution](#)

**248.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[davi\\_bart's solution](#)

**249.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[davi\\_bart's solution](#)

**250.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[davi\\_bart's solution](#)

**251.**

1372C

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

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

[davi\\_bart's solution](#)

**252.**

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[davi\\_bart's solution](#)

**253.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[davi\\_bart's solution](#)

**254.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[davi\\_bart's solution](#)

**255.**

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[davi\\_bart's solution](#)

## 256.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[davi\\_bart's solution](#)

## 257.

1325C

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

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[davi\\_bart's solution](#)

## 258.

1307C

[Cow and Message](#) · [Tutorial](#)

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

[davi\\_bart's solution](#)

## 259.

1299A

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

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

[davi\\_bart's solution](#)

## 260.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[davi\\_bart's solution](#)

## 261.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[davi\\_bart's solution](#)

## 262.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[davi\\_bart's solution](#)

## 263.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[davi\\_bart's solution](#)

## 264.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[davi\\_bart's solution](#)

## 265.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[davi\\_bart's solution](#)

**266.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[davi\\_bart's solution](#)

**267.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: dp, greedy

[davi\\_bart's solution](#)

**268.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: math

[davi\\_bart's solution](#)

**269.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[davi\\_bart's solution](#)

**270.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: greedy, math

[davi\\_bart's solution](#)

**271.**

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: implementation

[davi\\_bart's solution](#)

**272.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: implementation

[davi\\_bart's solution](#)

**273.**

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[davi\\_bart's solution](#)

**274.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[davi\\_bart's solution](#)

**275.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1500 · first AC: 2019-05-19 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[davi\\_bart's solution](#)

**276.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[davi\\_bart's solution](#)

**277.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[davi\\_bart's solution](#)

**278.**

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[davi\\_bart's solution](#)

**279.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[davi\\_bart's solution](#)

**280.**

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[davi\\_bart's solution](#)

**281.**

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[davi\\_bart's solution](#)

**282.**

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[davi\\_bart's solution](#)

**283.**

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[davi\\_bart's solution](#)

**284.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[davi\\_bart's solution](#)

**285.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[davi\\_bart's solution](#)

**286.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[davi\\_bart's solution](#)

**287.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[davi\\_bart's solution](#)

**288.**

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[davi\\_bart's solution](#)

**289.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[davi\\_bart's solution](#)

**290.**

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[davi\\_bart's solution](#)

**291.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[davi\\_bart's solution](#)

**292.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[davi\\_bart's solution](#)

**293.**

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[davi\\_bart's solution](#)

**294.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[davi\\_bart's solution](#)

**295.**

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[davi\\_bart's solution](#)

**296.**

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[davi\\_bart's solution](#)

**297.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,074 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[davi\\_bart's solution](#)

**298.**

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, greedy, sortings

[davi\\_bart's solution](#)

**299.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[davi\\_bart's solution](#)

**300.**

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[davi\\_bart's solution](#)

**301.**

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[davi\\_bart's solution](#)

**302.**

1305C

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

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[davi\\_bart's solution](#)

**303.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[davi\\_bart's solution](#)

**304.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[davi\\_bart's solution](#)

**305.**

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[davi\\_bart's solution](#)

**306.**

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[davi\\_bart's solution](#)

**307.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[davi\\_bart's solution](#)

**308.**

1262D1

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

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[davi\\_bart's solution](#)

**309.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: greedy, math  
[davi\\_bart's solution](#)

**310.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: brute force, math, sortings  
[davi\\_bart's solution](#)

**311.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings  
[davi\\_bart's solution](#)

**312.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy, implementation  
[davi\\_bart's solution](#)

**313.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings  
[davi\\_bart's solution](#)

**314.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: sortings, two pointers  
[davi\\_bart's solution](#)

**315.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers  
[davi\\_bart's solution](#)

**316.**

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees  
[davi\\_bart's solution](#)

**317.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[davi\\_bart's solution](#)

**318.**

1151D

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

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

[davi\\_bart's solution](#)

**319.**

1151B

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

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

[davi\\_bart's solution](#)

**320.**

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[davi\\_bart's solution](#)

**321.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, trees

[davi\\_bart's solution](#)

**322.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,896 global accepts · Rating: 1700 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[davi\\_bart's solution](#)

**323.**

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[davi\\_bart's solution](#)

**324.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,306 global accepts · Rating: 1700 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[davi\\_bart's solution](#)

**325.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[davi\\_bart's solution](#)

**326.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[davi\\_bart's solution](#)

**327.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[davi\\_bart's solution](#)

**328.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[davi\\_bart's solution](#)

**329.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory  
[davi\\_bart's solution](#)

**330.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[davi\\_bart's solution](#)

**331.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory  
[davi\\_bart's solution](#)

**332.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation  
[davi\\_bart's solution](#)

**333.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities  
[davi\\_bart's solution](#)

**334.**

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[davi\\_bart's solution](#)

**335.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation  
[davi\\_bart's solution](#)

**336.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: games, greedy, math  
[davi\\_bart's solution](#)

**337.**

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  
[davi\\_bart's solution](#)

**338.**

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths  
[davi\\_bart's solution](#)

**339.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, two pointers  
[davi\\_bart's solution](#)

**340.**

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings  
[davi\\_bart's solution](#)

**341.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[davi\\_bart's solution](#)

**342.**

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: greedy  
[davi\\_bart's solution](#)

**343.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[davi\\_bart's solution](#)

**344.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: math  
[davi\\_bart's solution](#)

**345.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees  
[davi\\_bart's solution](#)

**346.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths  
[davi\\_bart's solution](#)

**347.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, greedy, implementation, shortest paths  
[davi\\_bart's solution](#)

**348.**

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[davi\\_bart's solution](#)

**349.**

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[davi\\_bart's solution](#)

**350.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[davi\\_bart's solution](#)

**351.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[davi\\_bart's solution](#)

**352.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[davi\\_bart's solution](#)

**353.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[davi\\_bart's solution](#)

**354.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[davi\\_bart's solution](#)

**355.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[davi\\_bart's solution](#)

**356.**

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[davi\\_bart's solution](#)

**357.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[davi\\_bart's solution](#)

**358.**

1290B

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

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

data structures, strings, two pointers

[davi\\_bart's solution](#)

**359.**

1108E1

[Array and Segments \(Easy version\) · Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[davi\\_bart's solution](#)

**360.**

1282C

[Petya and Exam · Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[davi\\_bart's solution](#)

**361.**

1262D2

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

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[davi\\_bart's solution](#)

**362.**

1208C

[Magic Grid · Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[davi\\_bart's solution](#)

**363.**

1207D

[Number Of Permutations · Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: combinatorics

[davi\\_bart's solution](#)

**364.**

1136D

[Nastya Is Buying Lunch · Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: greedy

[davi\\_bart's solution](#)

**365.**

1196E

[Connected Component on a Chessboard · Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[davi\\_bart's solution](#)

**366.**

1195D2

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

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

[davi\\_bart's solution](#)

**367.**

1191D

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

Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: games, greedy

[davi\\_bart's solution](#)

**368.**

1187C

[Vasya And Array · Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[davi\\_bart's solution](#)

**369.**

1148D

[Dirty Deeds Done Dirt Cheap · Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[davi\\_bart's solution](#)

**370.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[davi\\_bart's solution](#)

**371.**

1958E

[Yet Another Permutation Constructive](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms

[davi\\_bart's solution](#)

**372.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[davi\\_bart's solution](#)

**373.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[davi\\_bart's solution](#)

**374.**

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[davi\\_bart's solution](#)

**375.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[davi\\_bart's solution](#)

**376.**

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[davi\\_bart's solution](#)

**377.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[davi\\_bart's solution](#)

**378.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1900 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[davi\\_bart's solution](#)

**379.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[davi\\_bart's solution](#)

**380.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · last AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[davi\\_bart's solution](#)

**381.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[davi\\_bart's solution](#)

**382.**

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, trees

[davi\\_bart's solution](#)

**383.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[davi\\_bart's solution](#)

**384.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[davi\\_bart's solution](#)

**385.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,842 global accepts · Rating: 1900 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[davi\\_bart's solution](#)

**386.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[davi\\_bart's solution](#)

**387.**

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[davi\\_bart's solution](#)

**388.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[davi\\_bart's solution](#)

**389.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[davi\\_bart's solution](#)

**390.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[davi\\_bart's solution](#)

**391.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[davi\\_bart's solution](#)

**392.**

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[davi\\_bart's solution](#)

**393.**

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[davi\\_bart's solution](#)

**394.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[davi\\_bart's solution](#)

**395.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[davi\\_bart's solution](#)

**396.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[davi\\_bart's solution](#)

**397.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[davi\\_bart's solution](#)

**398.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[davi\\_bart's solution](#)

**399.**

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[davi\\_bart's solution](#)

**400.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[davi\\_bart's solution](#)

**401.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[davi\\_bart's solution](#)

**402.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory, strings

[davi\\_bart's solution](#)

**403.**

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics

[davi\\_bart's solution](#)

**404.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[davi\\_bart's solution](#)

**405.**

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[davi\\_bart's solution](#)

**406.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[davi\\_bart's solution](#)

**407.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[davi\\_bart's solution](#)

**408.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[davi\\_bart's solution](#)

**409.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[davi\\_bart's solution](#)

**410.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[davi\\_bart's solution](#)

**411.**

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[davi\\_bart's solution](#)

**412.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[davi\\_bart's solution](#)

**413.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[davi\\_bart's solution](#)

**414.**

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers  
[davi\\_bart's solution](#)

**415.**

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings  
[davi\\_bart's solution](#)

**416.**

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees  
[davi\\_bart's solution](#)

**417.**

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: brute force, greedy, strings  
[davi\\_bart's solution](#)

**418.**

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers  
[davi\\_bart's solution](#)

**419.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers  
[davi\\_bart's solution](#)

**420.**

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[davi\\_bart's solution](#)

**421.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[davi\\_bart's solution](#)

**422.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[davi\\_bart's solution](#)

**423.**

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[davi\\_bart's solution](#)

**424.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[davi\\_bart's solution](#)

**425.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[davi\\_bart's solution](#)

**426.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[davi\\_bart's solution](#)

**427.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[davi\\_bart's solution](#)

**428.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[davi\\_bart's solution](#)

**429.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[davi\\_bart's solution](#)

**430.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: \*special, dp, greedy, trees  
[davi\\_bart's solution](#)

**431.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy  
[davi\\_bart's solution](#)

**432.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[davi\\_bart's solution](#)

**433.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-17 · last AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers  
[davi\\_bart's solution](#)

**434.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers  
[davi\\_bart's solution](#)

**435.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math  
[davi\\_bart's solution](#)

**436.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms  
[davi\\_bart's solution](#)

**437.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy  
[davi\\_bart's solution](#)

**438.**

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[davi\\_bart's solution](#)

**439.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math  
[davi\\_bart's solution](#)

**440.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[davi\\_bart's solution](#)

**441.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[davi\\_bart's solution](#)

**442.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[davi\\_bart's solution](#)

**443.**

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

[davi\\_bart's solution](#)

**444.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-14 · last AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy

[davi\\_bart's solution](#)

**445.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, two pointers

[davi\\_bart's solution](#)

**446.**

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[davi\\_bart's solution](#)

**447.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[davi\\_bart's solution](#)

**448.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[davi\\_bart's solution](#)

**449.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[davi\\_bart's solution](#)

**450.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[davi\\_bart's solution](#)

**451.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[davi\\_bart's solution](#)

**452.**

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[davi\\_bart's solution](#)

**453.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[davi\\_bart's solution](#)

**454.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[davi\\_bart's solution](#)

**455.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[davi\\_bart's solution](#)

**456.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[davi\\_bart's solution](#)

**457.**

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[davi\\_bart's solution](#)

**458.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[davi\\_bart's solution](#)

**459.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, dsu

[davi\\_bart's solution](#)

**460.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[davi\\_bart's solution](#)

**461.**

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[davi\\_bart's solution](#)

**462.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[davi\\_bart's solution](#)

**463.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[davi\\_bart's solution](#)

**464.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[davi\\_bart's solution](#)

**465.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: dp, greedy

[davi\\_bart's solution](#)

**466.**

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[davi\\_bart's solution](#)

**467.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[davi\\_bart's solution](#)

**468.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[davi\\_bart's solution](#)

**469.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[davi\\_bart's solution](#)

**470.**

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

[davi\\_bart's solution](#)

**471.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[davi\\_bart's solution](#)

**472.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[davi\\_bart's solution](#)

**473.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[davi\\_bart's solution](#)

**474.**

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[davi\\_bart's solution](#)

**475.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[davi\\_bart's solution](#)

**476.**

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[davi\\_bart's solution](#)

**477.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[davi\\_bart's solution](#)

**478.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[davi\\_bart's solution](#)

**479.**

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[davi\\_bart's solution](#)

**480.**

106258D

[The Hard One](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**481.**

106258C

[The Unnecessary One](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**482.**

106258B

[The Vanilla One](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**483.**

106258A

[The Easy One](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**484.**

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**485.**

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**486.**

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**487.**

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**488.**

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**489.**

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**490.**

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**491.**

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[davi\\_bart's solution](#)

**492.**

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[davi\\_bart's solution](#)

**493.**

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[davi\\_bart's solution](#)

**494.**

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[davi\\_bart's solution](#)

**495.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[davi\\_bart's solution](#)

**496.**

104871G

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

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**497.**

104871I

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

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[davi\\_bart's solution](#)

**498.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[davi\\_bart's solution](#)

**499.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**500.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[davi\\_bart's solution](#)

**501.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[davi\\_bart's solution](#)

**502.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive

algorithms, interactive

[davi\\_bart's solution](#)

**503.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[davi\\_bart's solution](#)

**504.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[davi\\_bart's solution](#)

**505.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**506.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[davi\\_bart's solution](#)

**507.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**508.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[davi\\_bart's solution](#)

**509.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[davi\\_bart's solution](#)

**510.**

105562A

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

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[davi\\_bart's solution](#)

**511.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[davi\\_bart's solution](#)

**512.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[davi\\_bart's solution](#)

**513.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search, brute force

[davi\\_bart's solution](#)

## 514.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, number theory

[davi\\_bart's solution](#)

## 515.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[davi\\_bart's solution](#)

## 516.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, games, interactive

[davi\\_bart's solution](#)

## 517.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry

[davi\\_bart's solution](#)

## 518.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, string suffix structures

[davi\\_bart's solution](#)

## 519.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[davi\\_bart's solution](#)

## 520.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

## 521.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

## 522.

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

## 523.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[davi\\_bart's solution](#)

## 524.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**525.**

105465B

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

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**526.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**527.**

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**528.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**529.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**530.**

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**531.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**532.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[davi\\_bart's solution](#)

**533.**

1959F

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp  
[davi\\_bart's solution](#)

**534.**

1959E

[Jumping on Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms, strings  
[davi\\_bart's solution](#)

**535.**

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[davi\\_bart's solution](#)

**536.**

1959C

[Count the Number of Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, strings

[davi\\_bart's solution](#)

**537.**

1959B

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, implementation, strings

[davi\\_bart's solution](#)

**538.**

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[davi\\_bart's solution](#)

**539.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, implementation

[davi\\_bart's solution](#)

**540.**

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[davi\\_bart's solution](#)

**541.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force

[davi\\_bart's solution](#)

**542.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[davi\\_bart's solution](#)

**543.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[davi\\_bart's solution](#)

**544.**

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**545.**

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**546.**

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**547.**

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**548.**

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**549.**

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**550.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[davi\\_bart's solution](#)

**551.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[davi\\_bart's solution](#)

**552.**

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**553.**

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**554.**

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**555.**

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**556.**

104017F

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

Rating: — · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**557.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**558.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**559.**

103809E

[Pareja](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**560.**

103809D

[Diagonales](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**561.**

103809C

[Secuencias](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**562.**

103809B

[Divisibilidad](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**563.**

103809A

[Alineaciones](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**564.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation, math

[davi\\_bart's solution](#)

**565.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: \*special, constructive algorithms

[davi\\_bart's solution](#)

**566.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: \*special, expression parsing, trees

[davi\\_bart's solution](#)

**567.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**568.**

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**569.**

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**570.**

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**571.**

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**572.**

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**573.**

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-31 · last AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**574.**

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**575.**

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**576.**

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**577.**

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**578.**

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**579.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**580.**

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**581.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[davi\\_bart's solution](#)

**582.**

1357A3

[Distinguish H from X](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special

[davi\\_bart's solution](#)

**583.**

1357A2

[Distinguish I, CNOTs and SWAP](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special

[davi\\_bart's solution](#)

**584.**

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special

[davi\\_bart's solution](#)

**585.**

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, geometry, implementation

[davi\\_bart's solution](#)

**586.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math, number theory

[davi\\_bart's solution](#)

**587.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[davi\\_bart's solution](#)

**588.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[davi\\_bart's solution](#)