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Unique solved — dddxyyy

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

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

Filters: none

Count: 300

1.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[dddxyyy's solution](#)

2.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: [games](#), [math](#)
[dddxyyy's solution](#)

3.

2027A

[Rectangle Arrangement](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: [geometry](#), [implementation](#), [math](#)
[dddxyyy's solution](#)

4.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,913 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)
[dddxyyy's solution](#)

5.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,386 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: [binary search](#), [math](#), [ternary search](#)
[dddxyyy's solution](#)

6.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [math](#)
[dddxyyy's solution](#)

7.

1746B

[Rebellion](#) · [Tutorial](#)

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

8.

1746A

[Maxmina](#) · [Tutorial](#)

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

9.

1715A

[Crossmarket](#) · [Tutorial](#)

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

10.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[dddxyyy's solution](#)

11.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[dddxyyy's solution](#)

12.

1637A

[Sorting Parts](#) · [Tutorial](#)

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

[dddxyyy's solution](#)

13.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[dddxyyy's solution](#)

14.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[dddxyyy's solution](#)

15.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[dddxyyy's solution](#)

16.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[dddxyyy's solution](#)

17.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,383 global accepts · Rating: 800 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[dddxyyy's solution](#)

18.

822A

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

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[dddxyyy's solution](#)

19.

935A

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

Quality: 47,236 global accepts · Rating: 800 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[dddxyyy's solution](#)

20.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[dddxyyy's solution](#)

21.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[dddxyyy's solution](#)

22.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[dddxyyy's solution](#)

23.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation
[dddxyyy's solution](#)

24.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[dddxyyy's solution](#)

25.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[dddxyyy's solution](#)

26.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,881 global accepts · Rating: 800 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[dddxyyy's solution](#)

27.

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[dddxyyy's solution](#)

28.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[dddxyyy's solution](#)

29.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,683 global accepts · Rating: 800 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[dddxyyy's solution](#)

30.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[dddxyyy's solution](#)

31.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[dddxyy's solution](#)

32.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[dddxyy's solution](#)

33.

1527A

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

Quality: 41,906 global accepts · Rating: 800 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[dddxyy's solution](#)

34.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[dddxyy's solution](#)

35.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,749 global accepts · Rating: 800 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[dddxyy's solution](#)

36.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[dddxyy's solution](#)

37.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[dddxyy's solution](#)

38.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[dddxyy's solution](#)

39.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[dddxyy's solution](#)

40.

1323A

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

Quality: 20,891 global accepts · Rating: 800 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[dddxyy's solution](#)

41.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[dddxyy's solution](#)

- 42.**
1550A
[Find The Array](#) · [Tutorial](#)
Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ddxyyy's solution](#)
- 43.**
1573A
[Countdown](#) · [Tutorial](#)
Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[ddxyyy's solution](#)
- 44.**
1514A
[Perfectly Imperfect Array](#) · [Tutorial](#)
Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ddxyyy's solution](#)
- 45.**
1530B
[Putting Plates](#) · [Tutorial](#)
Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[ddxyyy's solution](#)
- 46.**
1530A
[Binary Decimal](#) · [Tutorial](#)
Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[ddxyyy's solution](#)
- 47.**
1554A
[Cherry](#) · [Tutorial](#)
Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[ddxyyy's solution](#)
- 48.**
2102B
[The Picky Cat](#) · [Tutorial](#)
Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ddxyyy's solution](#)
- 49.**
2102A
[Dinner Time](#) · [Tutorial](#)
Quality: 21,468 global accepts · Rating: 900 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ddxyyy's solution](#)
- 50.**
2026A
[Perpendicular Segments](#) · [Tutorial](#)
Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[ddxyyy's solution](#)
- 51.**
935B
[Fafa and the Gates](#) · [Tutorial](#)
Quality: 12,418 global accepts · Rating: 900 · first AC: 2021-12-30 · last AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ddxyyy's solution](#)
- 52.**
1471A
[Strange Partition](#) · [Tutorial](#)
Quality: 38,216 global accepts · Rating: 900 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math,

number theory

[dddxyyy's solution](#)

53.

1291A

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

Quality: 20,684 global accepts · Rating: 900 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[dddxyyy's solution](#)

54.

1282A

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

Quality: 15,501 global accepts · Rating: 900 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dddxyyy's solution](#)

55.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[dddxyyy's solution](#)

56.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,488 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[dddxyyy's solution](#)

57.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 900 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[dddxyyy's solution](#)

58.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[dddxyyy's solution](#)

59.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,593 global accepts · Rating: 900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[dddxyyy's solution](#)

60.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[dddxyyy's solution](#)

61.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,612 global accepts · Rating: 1000 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[dddxyyy's solution](#)

62.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[dddxyyy's solution](#)

63.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[ddxyyy's solution](#)

64.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[ddxyyy's solution](#)

65.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ddxyyy's solution](#)

66.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[ddxyyy's solution](#)

67.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ddxyyy's solution](#)

68.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ddxyyy's solution](#)

69.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,478 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[ddxyyy's solution](#)

70.

1136B

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

Quality: 12,274 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[ddxyyy's solution](#)

71.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,038 global accepts · Rating: 1000 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[ddxyyy's solution](#)

72.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[ddxyyy's solution](#)

73.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[dddxyyy's solution](#)

74.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[dddxyyy's solution](#)

75.

1359B

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

Quality: 29,385 global accepts · Rating: 1000 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[dddxyyy's solution](#)

76.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[dddxyyy's solution](#)

77.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,147 global accepts · Rating: 1000 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[dddxyyy's solution](#)

78.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dddxyyy's solution](#)

79.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[dddxyyy's solution](#)

80.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[dddxyyy's solution](#)

81.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[dddxyyy's solution](#)

82.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[dddxyyy's solution](#)

83.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[dddxyyy's solution](#)

- 84.**
1616B
[Mirror in the String](#) · [Tutorial](#)
Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[dddxyyy's solution](#)
- 85.**
1623B
[Game on Ranges](#) · [Tutorial](#)
Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[dddxyyy's solution](#)
- 86.**
1471B
[Strange List](#) · [Tutorial](#)
Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[dddxyyy's solution](#)
- 87.**
1604B
[XOR Specia-LIS-t](#) · [Tutorial](#)
Quality: 16,335 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[dddxyyy's solution](#)
- 88.**
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
[dddxyyy's solution](#)
- 89.**
1996C
[Sort](#) · [Tutorial](#)
Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
[dddxyyy's solution](#)
- 90.**
1637C
[Andrew and Stones](#) · [Tutorial](#)
Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[dddxyyy's solution](#)
- 91.**
895A
[Pizza Separation](#) · [Tutorial](#)
Quality: 6,910 global accepts · Rating: 1200 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[dddxyyy's solution](#)
- 92.**
931B
[World Cup](#) · [Tutorial](#)
Quality: 7,457 global accepts · Rating: 1200 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[dddxyyy's solution](#)
- 93.**
1185C1
[Exam in BerSU \(easy version\)](#) · [Tutorial](#)
Quality: 11,899 global accepts · Rating: 1200 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[dddxyyy's solution](#)
- 94.**
1185B
[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[dddxyyy's solution](#)

95.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,407 global accepts · Rating: 1200 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

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96.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,466 global accepts · Rating: 1200 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[dddxyyy's solution](#)

97.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[dddxyyy's solution](#)

98.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[dddxyyy's solution](#)

99.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[dddxyyy's solution](#)

100.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,816 global accepts · Rating: 1200 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[dddxyyy's solution](#)

101.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 1200 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[dddxyyy's solution](#)

102.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[dddxyyy's solution](#)

103.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[dddxyyy's solution](#)

104.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dddxyyy's solution](#)

105.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[dddxyyy's solution](#)

106.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dddxyyy's solution](#)

107.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dddxyyy's solution](#)

108.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[dddxyyy's solution](#)

109.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dddxyyy's solution](#)

110.

1471C

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

Rating: 1300 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[dddxyyy's solution](#)

111.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dddxyyy's solution](#)

112.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[dddxyyy's solution](#)

113.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[dddxyyy's solution](#)

114.

1372B

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

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[dddxyyy's solution](#)

115.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[dddxyyy's solution](#)

116.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[dddxyyy's solution](#)

117.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,350 global accepts · Rating: 1300 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[dddxyyy's solution](#)

118.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[dddxyyy's solution](#)

119.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[dddxyyy's solution](#)

120.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[dddxyyy's solution](#)

121.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[dddxyyy's solution](#)

122.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[dddxyyy's solution](#)

123.

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dddxyyy's solution](#)

124.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[dddxyyy's solution](#)

125.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2021-12-22 · last AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dddxyyy's solution](#)

126.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[dddxyyy's solution](#)

127.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[dddxyyy's solution](#)

128.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[dddxyyy's solution](#)

129.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[dddxyyy's solution](#)

130.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[dddxyyy's solution](#)

131.

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

[dddxyyy's solution](#)

132.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[dddxyyy's solution](#)

133.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[dddxyyy's solution](#)

134.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[dddxyyy's solution](#)

135.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[dddxyyy's solution](#)

136.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[dddxyyy's solution](#)

137.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[dddxyyy's solution](#)

138.

1195D1

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

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[dddxyyy's solution](#)

139.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[dddxyyy's solution](#)

140.

931D

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

Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[dddxyyy's solution](#)

141.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[dddxyyy's solution](#)

142.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[dddxyyy's solution](#)

143.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2021-12-22 · last AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings
[dddxyyy's solution](#)

144.

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[dddxyyy's solution](#)

145.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[dddxyyy's solution](#)

146.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[dddxyyy's solution](#)

147.

1484B

[Restore Modulo · Tutorial](#)

Rating: 1500 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[dddxyyy's solution](#)

148.

1408C

[Discrete Acceleration · Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[dddxyyy's solution](#)

149.

1372C

[Omkar and Baseball · Tutorial](#)

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[dddxyyy's solution](#)

150.

892C

[Pride · Tutorial](#)

Rating: 1500 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[dddxyyy's solution](#)

151.

1323B

[Count Subrectangles · Tutorial](#)

Quality: 11,768 global accepts · Rating: 1500 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[dddxyyy's solution](#)

152.

2040C

[Ordered Permutations · Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[dddxyyy's solution](#)

153.

1996E

[Decode · Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[dddxyyy's solution](#)

154.

1062C

[Banh-mi · Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[dddxyyy's solution](#)

155.

1529C

[Parsa's Humongous Tree · Tutorial](#)

Rating: 1600 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[dddxyyy's solution](#)

156.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[dddxyyy's solution](#)

157.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[dddxyyy's solution](#)

158.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 1600 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[dddxyyy's solution](#)

159.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[dddxyyy's solution](#)

160.

931E

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[dddxyyy's solution](#)

161.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[dddxyyy's solution](#)

162.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2021-12-30 · last AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[dddxyyy's solution](#)

163.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[dddxyyy's solution](#)

164.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[dddxyyy's solution](#)

165.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[dddxyyy's solution](#)

166.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[ddxyyy's solution](#)

167.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[ddxyyy's solution](#)

168.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math
[ddxyyy's solution](#)

169.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[ddxyyy's solution](#)

170.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[ddxyyy's solution](#)

171.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,745 global accepts · Rating: 1600 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[ddxyyy's solution](#)

172.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, greedy, implementation
[ddxyyy's solution](#)

173.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[ddxyyy's solution](#)

174.

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[ddxyyy's solution](#)

175.

1498C

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

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
[ddxyyy's solution](#)

176.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[ddxyyy's solution](#)

177.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[dddxyyy's solution](#)

178.

1995B2

[Bouquet \(Hard Version\)](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[dddxyyy's solution](#)

179.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[dddxyyy's solution](#)

180.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[dddxyyy's solution](#)

181.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[dddxyyy's solution](#)

182.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[dddxyyy's solution](#)

183.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[dddxyyy's solution](#)

184.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[dddxyyy's solution](#)

185.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[dddxyyy's solution](#)

186.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[dddxyyy's solution](#)

187.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dddxyyy's solution](#)

188.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dddxyyy's solution](#)

189.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[dddxyyy's solution](#)

190.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dddxyyy's solution](#)

191.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[dddxyyy's solution](#)

192.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[dddxyyy's solution](#)

193.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[dddxyyy's solution](#)

194.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[dddxyyy's solution](#)

195.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[dddxyyy's solution](#)

196.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[dddxyyy's solution](#)

197.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[dddxyyy's solution](#)

198.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[dddxyyy's solution](#)

199.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[dddxyyy's solution](#)

200.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[dddxyyy's solution](#)

201.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2022-01-28 · last AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[dddxyyy's solution](#)

202.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[dddxyyy's solution](#)

203.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[dddxyyy's solution](#)

204.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2022-01-19 · last AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[dddxyyy's solution](#)

205.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[dddxyyy's solution](#)

206.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[dddxyyy's solution](#)

207.

1136D

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

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[dddxyyy's solution](#)

208.

1291D

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

Rating: 1800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[dddxyyy's solution](#)

209.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[dddxyyy's solution](#)

210.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[dddxyyy's solution](#)

211.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dddxyyy's solution](#)

212.

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[dddxyyy's solution](#)

213.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[dddxyyy's solution](#)

214.

1443D

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

Rating: 1800 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[dddxyyy's solution](#)

215.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[dddxyyy's solution](#)

216.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[dddxyyy's solution](#)

217.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[dddxyyy's solution](#)

218.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[dddxyyy's solution](#)

219.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[dddxyyy's solution](#)

220.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[dddxyyy's solution](#)

221.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[dddxyyy's solution](#)

222.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[dddxyyy's solution](#)

223.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[dddxyyy's solution](#)

224.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[dddxyyy's solution](#)

225.

849D

[Router's Song](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[dddxyyy's solution](#)

226.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[dddxyyy's solution](#)

227.

931F

[Teodor is not a liar!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[dddxyyy's solution](#)

228.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[dddxyyy's solution](#)

229.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2021-12-30 · last AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[dddxyyy's solution](#)

230.

1471D

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

Rating: 1900 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[dddxyyy's solution](#)

231.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[dddxyyy's solution](#)

232.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[dddxyyy's solution](#)

233.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[dddxyyy's solution](#)

234.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[dddxyyy's solution](#)

235.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[dddxyyy's solution](#)

236.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[dddxyyy's solution](#)

237.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2022-01-02 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ddxyyy's solution](#)

238.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ddxyyy's solution](#)

239.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ddxyyy's solution](#)

240.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[ddxyyy's solution](#)

241.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[ddxyyy's solution](#)

242.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[ddxyyy's solution](#)

243.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ddxyyy's solution](#)

244.

2040E

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

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[ddxyyy's solution](#)

245.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[ddxyyy's solution](#)

246.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[dddxyyy's solution](#)

247.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math
[dddxyyy's solution](#)

248.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers
[dddxyyy's solution](#)

249.

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[dddxyyy's solution](#)

250.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
[dddxyyy's solution](#)

251.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy
[dddxyyy's solution](#)

252.

1152D

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

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees
[dddxyyy's solution](#)

253.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory
[dddxyyy's solution](#)

254.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[dddxyyy's solution](#)

255.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[dddxyyy's solution](#)

256.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[dddxyyy's solution](#)

257.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2022-01-25 · last AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[dddxyyy's solution](#)

258.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[dddxyyy's solution](#)

259.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[dddxyyy's solution](#)

260.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[dddxyyy's solution](#)

261.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[dddxyyy's solution](#)

262.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[dddxyyy's solution](#)

263.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[dddxyyy's solution](#)

264.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[dddxyyy's solution](#)

265.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[dddxyyy's solution](#)

266.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[dddxyyy's solution](#)

267.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ddxyyy's solution](#)

268.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[ddxyyy's solution](#)

269.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2022-01-20 · last AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[ddxyyy's solution](#)

270.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[ddxyyy's solution](#)

271.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2021-12-24 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[ddxyyy's solution](#)

272.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[ddxyyy's solution](#)

273.

1604E

[Extreme Extension](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[ddxyyy's solution](#)

274.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,435 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ddxyyy's solution](#)

275.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[ddxyyy's solution](#)

276.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[ddxyyy's solution](#)

277.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[dddxyyy's solution](#)

278.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[dddxyyy's solution](#)

279.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[dddxyyy's solution](#)

280.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[dddxyyy's solution](#)

281.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[dddxyyy's solution](#)

282.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2021-12-22 · last AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[dddxyyy's solution](#)

283.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[dddxyyy's solution](#)

284.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[dddxyyy's solution](#)

285.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dddxyyy's solution](#)

286.

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[dddxyyy's solution](#)

287.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, shortest paths
[ddxyyy's solution](#)

288.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, brute force, games, interactive
[ddxyyy's solution](#)

289.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,270 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[ddxyyy's solution](#)

290.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,566 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings
[ddxyyy's solution](#)

291.

2214A

[Odd One Out](#) · [Tutorial](#)

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294.

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297.

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