

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

<https://cfelitetracker.vercel.app>

Unique solved — devinqu

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

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

Filters: none

Count: 3,732

1.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[devinqu's solution](#)

2.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[devinqu's solution](#)

3.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,146 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[devinqu's solution](#)

4.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

5.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2025-12-21 · last AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

6.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[devinqu's solution](#)

7.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,424 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

8.

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, math, strings

[devinqu's solution](#)

9.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[devinqu's solution](#)

10.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[devinqu's solution](#)

11.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,587 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[devinqu's solution](#)

12.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,302 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[devinqu's solution](#)

13.

977A

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

Quality: 217,458 global accepts · Rating: 800 · first AC: 2020-12-01 · last AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

14.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[devinqu's solution](#)

15.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

16.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,389 global accepts · Rating: 800 · first AC: 2025-04-13 · last AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

17.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,363 global accepts · Rating: 800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

18.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,790 global accepts · Rating: 800 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[devinqu's solution](#)

19.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,159 global accepts · Rating: 800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[devinqu's solution](#)

20.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,454 global accepts · Rating: 800 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[devinqu's solution](#)

21.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,266 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[devinqu's solution](#)

22.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,767 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[devinqu's solution](#)

23.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,475 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

24.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,647 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[devinqu's solution](#)

25.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,143 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers
[devinqu's solution](#)

26.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,417 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[devinqu's solution](#)

27.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,089 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[devinqu's solution](#)

28.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,011 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[devinqu's solution](#)

29.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,635 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[devinqu's solution](#)

30.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,190 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[devinqu's solution](#)

31.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,688 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[devinqu's solution](#)

32.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,916 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[devinqu's solution](#)

33.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,926 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

34.

1791A

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

Quality: 80,603 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

35.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,705 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[devinqu's solution](#)

36.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,522 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[devinqu's solution](#)

37.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,409 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[devinqu's solution](#)

38.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,225 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[devinqu's solution](#)

39.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,289 global accepts · Rating: 800 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[devinqu's solution](#)

40.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[devinqu's solution](#)

41.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[devinqu's solution](#)

42.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[devinqu's solution](#)

43.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-31 · last AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

44.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[devinqu's solution](#)

45.

2062A

[String](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 800 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[devinqu's solution](#)

46.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

47.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[devinqu's solution](#)

48.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[devinqu's solution](#)

49.

71A

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

Quality: 503,177 global accepts · Rating: 800 · first AC: 2020-12-01 · last AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[devinqu's solution](#)

50.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,712 global accepts · Rating: 800 · first AC: 2020-12-01 · last AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[devinqu's solution](#)

51.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,808 global accepts · Rating: 800 · first AC: 2022-02-13 · last AC: 2025-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[devinqu's solution](#)

52.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,635 global accepts · Rating: 800 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, strings
[devinqu's solution](#)

53.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · last AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math
[devinqu's solution](#)

54.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

55.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

56.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[devinqu's solution](#)

57.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[devinqu's solution](#)

58.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[devinqu's solution](#)

59.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,725 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math
[devinqu's solution](#)

60.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

61.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,449 global accepts · Rating: 800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[devinqu's solution](#)

62.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings
[devinqu's solution](#)

63.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[devinqu's solution](#)

64.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[devinqu's solution](#)

65.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[devinqu's solution](#)

66.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[devinqu's solution](#)

67.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,621 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[devinqu's solution](#)

68.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[devinqu's solution](#)

69.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,296 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[devinqu's solution](#)

70.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[devinqu's solution](#)

71.

1845A

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

Quality: 47,334 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[devinqu's solution](#)

72.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[devinqu's solution](#)

73.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

74.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[devinqu's solution](#)

75.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,173 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[devinqu's solution](#)

76.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,195 global accepts · Rating: 800 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

77.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,375 global accepts · Rating: 800 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

78.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,537 global accepts · Rating: 800 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

79.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[devinqu's solution](#)

80.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,454 global accepts · Rating: 800 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[devinqu's solution](#)

81.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,326 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[devinqu's solution](#)

82.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[devinqu's solution](#)

83.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

84.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,807 global accepts · Rating: 800 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[devinqu's solution](#)

85.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[devinqu's solution](#)

86.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,966 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

87.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,264 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings
[devinqu's solution](#)

88.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,928 global accepts · Rating: 800 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[devinqu's solution](#)

89.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[devinqu's solution](#)

90.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,320 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math
[devinqu's solution](#)

91.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,392 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[devinqu's solution](#)

92.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,909 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[devinqu's solution](#)

93.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy,

implementation, math

[devinqu's solution](#)

94.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,816 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[devinqu's solution](#)

95.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,307 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[devinqu's solution](#)

96.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[devinqu's solution](#)

97.

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[devinqu's solution](#)

98.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

99.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[devinqu's solution](#)

100.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,733 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[devinqu's solution](#)

101.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[devinqu's solution](#)

102.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,914 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[devinqu's solution](#)

103.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,309 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

104.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[devinqu's solution](#)

105.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,152 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[devinqu's solution](#)

106.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,753 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[devinqu's solution](#)

107.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[devinqu's solution](#)

108.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,916 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[devinqu's solution](#)

109.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[devinqu's solution](#)

110.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[devinqu's solution](#)

111.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,475 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[devinqu's solution](#)

112.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[devinqu's solution](#)

113.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[devinqu's solution](#)

114.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,049 global accepts · Rating: 800 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[devinqu's solution](#)

115.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[devinqu's solution](#)

116.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings
[devinqu's solution](#)

117.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

118.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

119.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[devinqu's solution](#)

120.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

121.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

122.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,994 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation
[devinqu's solution](#)

123.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

124.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

125.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[devinqu's solution](#)

126.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

127.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

128.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

129.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,096 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

130.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

131.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,975 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[devinqu's solution](#)

132.

678A

[Johnny Likes Numbers](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

133.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

134.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[devinqu's solution](#)

135.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

136.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

137.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

138.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

139.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

140.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

141.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

142.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

143.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

144.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[devinqu's solution](#)

145.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

146.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

147.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

148.

1085A

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

Quality: 12,697 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

149.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

150.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

151.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

152.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

153.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

154.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,040 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

155.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

156.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

157.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

158.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[devinqu's solution](#)

159.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

160.

1650A

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

Quality: 37,304 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

161.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

162.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

163.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[devinqu's solution](#)

164.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[devinqu's solution](#)

165.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[devinqu's solution](#)

166.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

167.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[devinqu's solution](#)

168.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[devinqu's solution](#)

169.

780A

[Andryusha and Socks](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

170.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

171.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

172.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

173.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: strings
[devinqu's solution](#)

174.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[devinqu's solution](#)

175.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

176.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,378 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

177.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,239 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

178.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[devinqu's solution](#)

179.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[devinqu's solution](#)

180.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[devinqu's solution](#)

181.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

182.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,784 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory
[devinqu's solution](#)

183.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[devinqu's solution](#)

184.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[devinqu's solution](#)

185.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[devinqu's solution](#)

186.

1136A

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

Quality: 17,249 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

187.

38A

[Army](#) · [Tutorial](#)

Quality: 26,485 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

188.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

189.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

190.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

191.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

192.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,655 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[devinqu's solution](#)

193.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

194.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[devinqu's solution](#)

195.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[devinqu's solution](#)

196.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

197.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[devinqu's solution](#)

198.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

199.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[devinqu's solution](#)

200.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,285 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

201.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[devinqu's solution](#)

202.

746A

[Compute](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

203.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

204.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: strings

[devinqu's solution](#)

205.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

206.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[devinqu's solution](#)

207.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[devinqu's solution](#)

208.

1491A

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

Quality: 19,024 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[devinqu's solution](#)

209.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[devinqu's solution](#)

210.

1351A

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

Quality: 26,939 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

211.

1445A

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

Quality: 20,360 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

212.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

213.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

214.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

215.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[devinqu's solution](#)

216.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

217.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[devinqu's solution](#)

218.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[devinqu's solution](#)

219.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[devinqu's solution](#)

220.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[devinqu's solution](#)

221.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

222.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[devinqu's solution](#)

223.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[devinqu's solution](#)

224.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,564 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

225.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

226.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

227.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,501 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

228.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

229.

658A

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

Quality: 7,696 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

230.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

231.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

232.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

233.

245A

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

Quality: 9,132 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

234.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

235.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[devinqu's solution](#)

236.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

237.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

238.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

239.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

240.

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

241.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

242.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

243.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[devinqu's solution](#)

244.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

245.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

246.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

247.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[devinqu's solution](#)

248.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

249.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[devinqu's solution](#)

250.

1323A

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

Quality: 20,891 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[devinqu's solution](#)

251.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

252.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

253.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

254.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,436 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

255.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

256.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

257.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,158 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[devinqu's solution](#)

258.

1438A

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

Quality: 19,750 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

259.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[devinqu's solution](#)

260.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,326 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

261.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,706 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[devinqu's solution](#)

262.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

263.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,873 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

264.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

265.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,495 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

266.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

267.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,979 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[devinqu's solution](#)

268.

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,749 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

269.

1005A

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

Quality: 27,484 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

270.

1102A

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

Quality: 26,614 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

271.

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

272.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

273.

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

274.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

275.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[devinqu's solution](#)

276.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

277.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

278.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

279.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[devinqu's solution](#)

280.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

281.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

282.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

283.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[devinqu's solution](#)

284.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[devinqu's solution](#)

285.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[devinqu's solution](#)

286.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

287.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

288.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

289.

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

290.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation,

math

[devinqu's solution](#)

291.

1499A

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

Quality: 21,968 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[devinqu's solution](#)

292.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

293.

1453A

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

Quality: 24,259 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

294.

1180A

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

Quality: 27,425 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[devinqu's solution](#)

295.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[devinqu's solution](#)

296.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,938 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

297.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[devinqu's solution](#)

298.

1405A

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

Quality: 21,906 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

299.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[devinqu's solution](#)

300.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

301.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,465 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[devinqu's solution](#)

302.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

303.

1183A

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

Quality: 27,023 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

304.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[devinqu's solution](#)

305.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[devinqu's solution](#)

306.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[devinqu's solution](#)

307.

1003A

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

Quality: 29,981 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

308.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

309.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[devinqu's solution](#)

310.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,675 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[devinqu's solution](#)

311.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

312.

855A

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

Quality: 27,337 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[devinqu's solution](#)

313.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,422 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[devinqu's solution](#)

314.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

315.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[devinqu's solution](#)

316.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,179 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[devinqu's solution](#)

317.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

318.

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,724 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: strings
[devinqu's solution](#)

319.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation
[devinqu's solution](#)

320.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,516 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation
[devinqu's solution](#)

321.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,488 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

322.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

323.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

324.

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[devinqu's solution](#)

325.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[devinqu's solution](#)

326.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory

[devinqu's solution](#)

327.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

328.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[devinqu's solution](#)

329.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

330.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[devinqu's solution](#)

331.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

332.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[devinqu's solution](#)

333.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

334.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,701 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

335.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[devinqu's solution](#)

336.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[devinqu's solution](#)

337.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[devinqu's solution](#)

338.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

339.

1626A

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

Quality: 30,876 global accepts · Rating: 800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[devinqu's solution](#)

340.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

341.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

342.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[devinqu's solution](#)

343.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

344.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,031 global accepts · Rating: 800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[devinqu's solution](#)

345.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

346.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[devinqu's solution](#)

347.

822A

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

Quality: 36,805 global accepts · Rating: 800 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[devinqu's solution](#)

348.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,552 global accepts · Rating: 800 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

349.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,930 global accepts · Rating: 800 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[devinqu's solution](#)

350.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[devinqu's solution](#)

351.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,126 global accepts · Rating: 800 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[devinqu's solution](#)

352.

1644B

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

Quality: 21,319 global accepts · Rating: 800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[devinqu's solution](#)

353.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

354.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,377 global accepts · Rating: 800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[devinqu's solution](#)

355.

1285A

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

Quality: 29,888 global accepts · Rating: 800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

356.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[devinqu's solution](#)

357.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,897 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[devinqu's solution](#)

358.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

359.

1519A

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

Quality: 30,558 global accepts · Rating: 800 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

360.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[devinqu's solution](#)

361.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[devinqu's solution](#)

362.

1551B1

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

Quality: 31,324 global accepts · Rating: 800 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[devinqu's solution](#)

363.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,884 global accepts · Rating: 800 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[devinqu's solution](#)

364.

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[devinqu's solution](#)

365.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[devinqu's solution](#)

366.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[devinqu's solution](#)

367.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[devinqu's solution](#)

368.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[devinqu's solution](#)

369.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

370.

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

371.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[devinqu's solution](#)

372.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,908 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[devinqu's solution](#)

373.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

374.

1538B

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

Quality: 33,536 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

375.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[devinqu's solution](#)

376.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,014 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[devinqu's solution](#)

377.

1337A

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

Quality: 42,908 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

378.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

379.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[devinqu's solution](#)

380.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[devinqu's solution](#)

381.

1325B

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

Quality: 38,823 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

382.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,201 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[devinqu's solution](#)

383.

1296A

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

Quality: 48,340 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

384.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,954 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

385.

1462A

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

Quality: 48,960 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[devinqu's solution](#)

386.

1385A

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

Quality: 43,335 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

387.

1369A

[FashionabLee](#) · [Tutorial](#)

Quality: 39,124 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[devinqu's solution](#)

388.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,123 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

389.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,187 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

390.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

391.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,429 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

392.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,296 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

393.

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, probabilities
[devinqu's solution](#)

394.

1311A

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

Quality: 46,269 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[devinqu's solution](#)

395.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,498 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[devinqu's solution](#)

396.

1551A

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

Quality: 58,350 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

397.

1348A

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

Quality: 42,847 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

398.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,256 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

399.

1433A

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

Quality: 62,639 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

400.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,463 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[devinqu's solution](#)

401.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[devinqu's solution](#)

402.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,718 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

403.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

404.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,577 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

405.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,084 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

406.

1374A

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

Quality: 64,176 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

407.

1353B

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

Quality: 58,120 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

408.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,300 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

409.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,128 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

410.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

411.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,767 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[devinqu's solution](#)

412.

1352A

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

Quality: 104,094 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

413.

1409A

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

Quality: 80,416 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

414.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,582 global accepts · Rating: 800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

415.

750A

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

Quality: 92,548 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math
[devinqu's solution](#)

416.

1335A

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

Quality: 104,781 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: math
[devinqu's solution](#)

417.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,348 global accepts · Rating: 800 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[devinqu's solution](#)

418.

1328A

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

Quality: 131,892 global accepts · Rating: 800 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: math
[devinqu's solution](#)

419.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,064 global accepts · Rating: 800 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[devinqu's solution](#)

420.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,443 global accepts · Rating: 800 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[devinqu's solution](#)

421.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[devinqu's solution](#)

422.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 800 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[devinqu's solution](#)

423.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[devinqu's solution](#)

424.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[devinqu's solution](#)

425.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[devinqu's solution](#)

426.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[devinqu's solution](#)

427.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[devinqu's solution](#)

428.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[devinqu's solution](#)

429.

1625A

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

Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[devinqu's solution](#)

430.

1624A

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

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: math
[devinqu's solution](#)

431.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

432.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

433.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[devinqu's solution](#)

434.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,213 global accepts · Rating: 800 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[devinqu's solution](#)

435.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,274 global accepts · Rating: 800 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[devinqu's solution](#)

436.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,054 global accepts · Rating: 800 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[devinqu's solution](#)

437.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,803 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

438.

1473A

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

Quality: 37,423 global accepts · Rating: 800 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, sortings

[devinqu's solution](#)

439.

1619B

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

Quality: 32,945 global accepts · Rating: 800 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[devinqu's solution](#)

440.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,816 global accepts · Rating: 800 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

441.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[devinqu's solution](#)

442.

1620A

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

Quality: 23,154 global accepts · Rating: 800 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu,

implementation

[devinqu's solution](#)

443.

1617A

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

Quality: 17,007 global accepts · Rating: 800 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[devinqu's solution](#)

444.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,424 global accepts · Rating: 800 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[devinqu's solution](#)

445.

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings

[devinqu's solution](#)

446.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,262 global accepts · Rating: 800 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[devinqu's solution](#)

447.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[devinqu's solution](#)

448.

1618A

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

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[devinqu's solution](#)

449.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[devinqu's solution](#)

450.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,994 global accepts · Rating: 800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[devinqu's solution](#)

451.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,722 global accepts · Rating: 800 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[devinqu's solution](#)

452.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[devinqu's solution](#)

453.

1589A

[Mathematical Addition](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[devinqu's solution](#)

454.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

455.

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[devinqu's solution](#)

456.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[devinqu's solution](#)

457.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,413 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

458.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[devinqu's solution](#)

459.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,645 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[devinqu's solution](#)

460.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,684 global accepts · Rating: 800 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

461.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[devinqu's solution](#)

462.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[devinqu's solution](#)

463.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,539 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[devinqu's solution](#)

464.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math
[devinqu's solution](#)

465.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[devinqu's solution](#)

466.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: math
[devinqu's solution](#)

467.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[devinqu's solution](#)

468.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,801 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[devinqu's solution](#)

469.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[devinqu's solution](#)

470.

1579A

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

Quality: 41,991 global accepts · Rating: 800 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: math, strings
[devinqu's solution](#)

471.

1560A

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

Quality: 73,507 global accepts · Rating: 800 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[devinqu's solution](#)

472.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,716 global accepts · Rating: 800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

473.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[devinqu's solution](#)

474.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · last AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms

[devinqu's solution](#)

475.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,952 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[devinqu's solution](#)

476.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,664 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[devinqu's solution](#)

477.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[devinqu's solution](#)

478.

1566A

[Median Maximization](#) · [Tutorial](#)

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

[devinqu's solution](#)

479.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[devinqu's solution](#)

480.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[devinqu's solution](#)

481.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[devinqu's solution](#)

482.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[devinqu's solution](#)

483.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,631 global accepts · Rating: 800 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[devinqu's solution](#)

484.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[devinqu's solution](#)

485.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,563 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[devinqu's solution](#)

486.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[devinqu's solution](#)

487.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[devinqu's solution](#)

488.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[devinqu's solution](#)

489.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

490.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[devinqu's solution](#)

491.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,628 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[devinqu's solution](#)

492.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,452 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

493.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[devinqu's solution](#)

494.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[devinqu's solution](#)

495.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 800 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[devinqu's solution](#)

496.

1529A

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

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[devinqu's solution](#)

497.

1527A

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

Quality: 41,899 global accepts · Rating: 800 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[devinqu's solution](#)

498.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[devinqu's solution](#)

499.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[devinqu's solution](#)

500.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[devinqu's solution](#)

501.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

502.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

503.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[devinqu's solution](#)

504.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[devinqu's solution](#)

505.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,748 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

506.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[devinqu's solution](#)

507.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,154 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

508.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,530 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

509.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

510.

302A

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

Quality: 9,761 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

511.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[devinqu's solution](#)

512.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

513.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[devinqu's solution](#)

514.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,953 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

515.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

516.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,394 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

517.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,655 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[devinqu's solution](#)

518.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,537 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

519.

233A

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

Quality: 49,145 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

520.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,743 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation
[devinqu's solution](#)

521.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

522.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,095 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

523.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,681 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

524.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 800 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

525.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,914 global accepts · Rating: 800 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[devinqu's solution](#)

526.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

527.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

528.

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[devinqu's solution](#)

529.

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[devinqu's solution](#)

530.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings
[devinqu's solution](#)

531.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,379 global accepts · Rating: 800 · first AC: 2021-01-06 · last AC: 2021-01-19 · GNU C++11 (first AC) · Tags: implementation
[devinqu's solution](#)

532.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,420 global accepts · Rating: 800 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

533.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,400 global accepts · Rating: 800 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[devinqu's solution](#)

534.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

535.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

536.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

537.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,440 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

538.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,384 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[devinqu's solution](#)

539.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,552 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

540.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,500 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[devinqu's solution](#)

541.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,436 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

542.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

543.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,859 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[devinqu's solution](#)

544.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

545.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,766 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

546.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

547.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

548.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

549.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

550.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

551.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,172 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[devinqu's solution](#)

552.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[devinqu's solution](#)

553.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,716 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[devinqu's solution](#)

554.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

555.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[devinqu's solution](#)

556.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,478 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

557.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[devinqu's solution](#)

558.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

559.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,177 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[devinqu's solution](#)

560.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

561.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

562.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,196 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

563.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,198 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

564.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,100 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[devinqu's solution](#)

565.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,705 global accepts · Rating: 800 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[devinqu's solution](#)

566.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,900 global accepts · Rating: 800 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

567.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,950 global accepts · Rating: 800 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

568.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,917 global accepts · Rating: 800 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

569.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 800 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

570.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,423 global accepts · Rating: 800 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

571.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,216 global accepts · Rating: 800 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

572.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,424 global accepts · Rating: 800 · first AC: 2021-01-03 · last AC: 2021-01-15 · GNU C++11 (first AC) · Tags: *special, implementation

[devinqu's solution](#)

573.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,950 global accepts · Rating: 800 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

574.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,297 global accepts · Rating: 800 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[devinqu's solution](#)

575.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,939 global accepts · Rating: 800 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

576.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,125 global accepts · Rating: 800 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

577.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,787 global accepts · Rating: 800 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

578.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,188 global accepts · Rating: 800 · first AC: 2020-12-01 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

579.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,510 global accepts · Rating: 800 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

580.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,507 global accepts · Rating: 800 · first AC: 2021-01-05 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: implementation
[devinqu's solution](#)

581.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,734 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[devinqu's solution](#)

582.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 70,992 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[devinqu's solution](#)

583.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,303 global accepts · Rating: 800 · first AC: 2021-01-05 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: greedy,

implementation, sortings, strings

[devinqu's solution](#)

584.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,412 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

585.

443A

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

Quality: 112,028 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

586.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,389 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

587.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,665 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[devinqu's solution](#)

588.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,668 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

589.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,794 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

590.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,828 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[devinqu's solution](#)

591.

268A

[Games](#) · [Tutorial](#)

Quality: 104,197 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[devinqu's solution](#)

592.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,202 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

593.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,938 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

594.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,229 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

595.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,525 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

596.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,794 global accepts · Rating: 800 · first AC: 2021-01-09 · last AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[devinqu's solution](#)

597.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,317 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

598.

59A

[Word](#) · [Tutorial](#)

Quality: 227,896 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

599.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,979 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[devinqu's solution](#)

600.

112A

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

Quality: 287,212 global accepts · Rating: 800 · first AC: 2021-01-05 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation, strings
[devinqu's solution](#)

601.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,944 global accepts · Rating: 800 · first AC: 2021-01-05 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation
[devinqu's solution](#)

602.

231A

[Team](#) · [Tutorial](#)

Quality: 430,194 global accepts · Rating: 800 · first AC: 2021-01-03 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: brute force, greedy
[devinqu's solution](#)

603.

791A

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

Quality: 257,189 global accepts · Rating: 800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

604.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,499 global accepts · Rating: 800 · first AC: 2021-01-09 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation,

strings

[devinqu's solution](#)

605.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,564 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation

[devinqu's solution](#)

606.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: implementation

[devinqu's solution](#)

607.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: math

[devinqu's solution](#)

608.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force

[devinqu's solution](#)

609.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,090 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[devinqu's solution](#)

610.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation, strings

[devinqu's solution](#)

611.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,454 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[devinqu's solution](#)

612.

935A

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

Quality: 47,232 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

613.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,665 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: games, math

[devinqu's solution](#)

614.

867A

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

Quality: 20,630 global accepts · Rating: 800 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: implementation

[devinqu's solution](#)

615.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[devinqu's solution](#)

616.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,062 global accepts · Rating: 800 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[devinqu's solution](#)

617.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,521 global accepts · Rating: 800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: greedy, math

[devinqu's solution](#)

618.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, greedy, math

[devinqu's solution](#)

619.

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: greedy

[devinqu's solution](#)

620.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,081 global accepts · Rating: 800 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[devinqu's solution](#)

621.

1353A

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

Quality: 44,585 global accepts · Rating: 800 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

622.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,936 global accepts · Rating: 800 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

623.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,666 global accepts · Rating: 900 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: strings

[devinqu's solution](#)

624.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,750 global accepts · Rating: 900 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[devinqu's solution](#)

625.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[devinqu's solution](#)

626.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,529 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[devinqu's solution](#)

627.

1954A

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

Quality: 27,626 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[devinqu's solution](#)

628.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,569 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[devinqu's solution](#)

629.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math
[devinqu's solution](#)

630.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math
[devinqu's solution](#)

631.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[devinqu's solution](#)

632.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,494 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

633.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,795 global accepts · Rating: 900 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[devinqu's solution](#)

634.

1855B

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

Quality: 44,913 global accepts · Rating: 900 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[devinqu's solution](#)

635.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[devinqu's solution](#)

636.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[devinqu's solution](#)

637.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,892 global accepts · Rating: 900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[devinqu's solution](#)

638.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[devinqu's solution](#)

639.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[devinqu's solution](#)

640.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

641.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

642.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

643.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,356 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

644.

48A

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

Quality: 7,291 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, schedules

[devinqu's solution](#)

645.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,468 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[devinqu's solution](#)

646.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,558 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[devinqu's solution](#)

647.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

648.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

649.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

650.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

651.

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[devinqu's solution](#)

652.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

653.

729A

[Interview with Oleg](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

654.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings
[devinqu's solution](#)

655.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

656.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[devinqu's solution](#)

657.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

658.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

659.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,002 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

660.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

661.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

662.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

663.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,829 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

664.

916A

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

Quality: 9,556 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[devinqu's solution](#)

665.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[devinqu's solution](#)

666.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[devinqu's solution](#)

667.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

668.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

669.

879A

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

Quality: 9,573 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

670.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

671.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,201 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[devinqu's solution](#)

672.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

673.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

674.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

675.

870A

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

Quality: 10,786 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

676.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

677.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

678.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[devinqu's solution](#)

679.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

680.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,950 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

681.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

682.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[devinqu's solution](#)

683.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

684.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

685.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[devinqu's solution](#)

686.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

687.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

688.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

689.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[devinqu's solution](#)

690.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,860 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

691.

1107A

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

Quality: 12,772 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[devinqu's solution](#)

692.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, interactive
[devinqu's solution](#)

693.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

694.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

695.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,878 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

696.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,047 global accepts · Rating: 900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

697.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

698.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[devinqu's solution](#)

699.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[devinqu's solution](#)

700.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

701.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[devinqu's solution](#)

702.

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

703.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

704.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation
[devinqu's solution](#)

705.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy
[devinqu's solution](#)

706.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

707.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[devinqu's solution](#)

708.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[devinqu's solution](#)

709.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

710.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[devinqu's solution](#)

711.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

712.

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

713.

1093B

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

Quality: 17,703 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[devinqu's solution](#)

714.

1225A

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

Quality: 16,623 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

715.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[devinqu's solution](#)

716.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

717.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

718.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[devinqu's solution](#)

719.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

720.

1144B

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

Quality: 18,336 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[devinqu's solution](#)

721.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,777 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[devinqu's solution](#)

722.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[devinqu's solution](#)

723.

1175A

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

Quality: 19,764 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

724.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[devinqu's solution](#)

725.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,326 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

726.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

727.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[devinqu's solution](#)

728.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[devinqu's solution](#)

729.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,695 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

730.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,383 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[devinqu's solution](#)

731.

1291A

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

Quality: 20,682 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[devinqu's solution](#)

732.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

733.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

734.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings
[devinqu's solution](#)

735.

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

736.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings
[devinqu's solution](#)

737.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[devinqu's solution](#)

738.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,736 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[devinqu's solution](#)

739.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

740.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

741.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[devinqu's solution](#)

742.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[devinqu's solution](#)

743.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,213 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

744.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

745.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[devinqu's solution](#)

746.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

747.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[devinqu's solution](#)

748.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[devinqu's solution](#)

749.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[devinqu's solution](#)

750.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,658 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[devinqu's solution](#)

751.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

752.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

753.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

754.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

755.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[devinqu's solution](#)

756.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[devinqu's solution](#)

757.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[devinqu's solution](#)

758.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

759.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[devinqu's solution](#)

760.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

761.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,447 global accepts · Rating: 900 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[devinqu's solution](#)

762.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,695 global accepts · Rating: 900 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

763.

115A

[Party](#) · [Tutorial](#)

Quality: 43,347 global accepts · Rating: 900 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[devinqu's solution](#)

764.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,428 global accepts · Rating: 900 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

765.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,771 global accepts · Rating: 900 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

766.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 900 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: games
[devinqu's solution](#)

767.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math
[devinqu's solution](#)

768.

1337B

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

Quality: 36,862 global accepts · Rating: 900 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[devinqu's solution](#)

769.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,576 global accepts · Rating: 900 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: math
[devinqu's solution](#)

770.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,385 global accepts · Rating: 900 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[devinqu's solution](#)

771.

1335B

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

Quality: 42,595 global accepts · Rating: 900 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

772.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,933 global accepts · Rating: 900 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[devinqu's solution](#)

773.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,543 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math
[devinqu's solution](#)

774.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[devinqu's solution](#)

775.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

776.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,828 global accepts · Rating: 900 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[devinqu's solution](#)

777.

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[devinqu's solution](#)

778.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 900 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[devinqu's solution](#)

779.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,843 global accepts · Rating: 900 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[devinqu's solution](#)

780.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[devinqu's solution](#)

781.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[devinqu's solution](#)

782.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[devinqu's solution](#)

783.

1609A

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

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

[devinqu's solution](#)

784.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[devinqu's solution](#)

785.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[devinqu's solution](#)

786.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[devinqu's solution](#)

787.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 900 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[devinqu's solution](#)

788.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,472 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[devinqu's solution](#)

789.

1582B

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

Quality: 33,360 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[devinqu's solution](#)

790.

1593B

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

Quality: 40,640 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[devinqu's solution](#)

791.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[devinqu's solution](#)

792.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[devinqu's solution](#)

793.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[devinqu's solution](#)

794.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,943 global accepts · Rating: 900 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[devinqu's solution](#)

795.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,298 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

796.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[devinqu's solution](#)

797.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[devinqu's solution](#)

798.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,779 global accepts · Rating: 900 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[devinqu's solution](#)

799.

1486A

[Shifting Stacks](#) · [Tutorial](#)

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

[devinqu's solution](#)

800.

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

801.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,914 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

802.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,459 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[devinqu's solution](#)

803.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

804.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,675 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

805.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

806.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,621 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

807.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

808.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,489 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

[devinqu's solution](#)

809.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[devinqu's solution](#)

810.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,020 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

811.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,416 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[devinqu's solution](#)

812.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,287 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

implementation, number theory

[devinqu's solution](#)

813.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

814.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,892 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

815.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[devinqu's solution](#)

816.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[devinqu's solution](#)

817.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

818.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

819.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,982 global accepts · Rating: 900 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[devinqu's solution](#)

820.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,834 global accepts · Rating: 900 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

821.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 900 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

822.

205A

[Little Elephant and Rozdil](#) · [Tutorial](#)

Quality: 25,224 global accepts · Rating: 900 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

823.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,159 global accepts · Rating: 900 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

824.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

825.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,035 global accepts · Rating: 900 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[devinqu's solution](#)

826.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,675 global accepts · Rating: 900 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[devinqu's solution](#)

827.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

828.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[devinqu's solution](#)

829.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

830.

94A

[Restoring Password](#) · [Tutorial](#)

Quality: 12,265 global accepts · Rating: 900 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

831.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

832.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

833.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[devinqu's solution](#)

834.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,997 global accepts · Rating: 900 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

835.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

836.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[devinqu's solution](#)

837.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,687 global accepts · Rating: 900 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

838.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 900 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[devinqu's solution](#)

839.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

840.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

841.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

842.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 900 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

843.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 900 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

844.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[devinqu's solution](#)

845.

415A

[Mashmikh and Lights](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 900 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

846.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,209 global accepts · Rating: 900 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

847.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 900 · first AC: 2021-01-07 · last AC: 2021-01-15 · GNU C++11 (first AC) · Tags: implementation, strings

[devinqu's solution](#)

848.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[devinqu's solution](#)

849.

556A

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

Quality: 46,386 global accepts · Rating: 900 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

850.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,590 global accepts · Rating: 900 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[devinqu's solution](#)

851.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,051 global accepts · Rating: 900 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[devinqu's solution](#)

852.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,247 global accepts · Rating: 900 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[devinqu's solution](#)

853.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,088 global accepts · Rating: 900 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[devinqu's solution](#)

854.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,673 global accepts · Rating: 900 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

855.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,692 global accepts · Rating: 900 · first AC: 2020-12-01 · last AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

856.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[devinqu's solution](#)

857.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,973 global accepts · Rating: 900 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

858.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 900 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

859.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,464 global accepts · Rating: 900 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[devinqu's solution](#)

860.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

861.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[devinqu's solution](#)

862.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

863.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: greedy, math

[devinqu's solution](#)

864.

1106C

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

Quality: 15,908 global accepts · Rating: 900 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[devinqu's solution](#)

865.

1471A

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

Quality: 38,202 global accepts · Rating: 900 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[devinqu's solution](#)

866.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,742 global accepts · Rating: 1000 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[devinqu's solution](#)

867.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

868.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,588 global accepts · Rating: 1000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

869.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,280 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[devinqu's solution](#)

870.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,424 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[devinqu's solution](#)

871.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,235 global accepts · Rating: 1000 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

872.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,263 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[devinqu's solution](#)

873.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 1000 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

874.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

875.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers
[devinqu's solution](#)

876.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,364 global accepts · Rating: 1000 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[devinqu's solution](#)

877.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[devinqu's solution](#)

878.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[devinqu's solution](#)

879.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[devinqu's solution](#)

880.

1859B

[Olga and Game with Arrays](#) · [Tutorial](#)

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[devinqu's solution](#)

881.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,553 global accepts · Rating: 1000 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[devinqu's solution](#)

882.

1438B

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

Quality: 29,062 global accepts · Rating: 1000 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[devinqu's solution](#)

883.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[devinqu's solution](#)

884.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[devinqu's solution](#)

885.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs
[devinqu's solution](#)

886.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

887.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[devinqu's solution](#)

888.

1165B

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

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[devinqu's solution](#)

889.

798A

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

Quality: 23,850 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings
[devinqu's solution](#)

890.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math
[devinqu's solution](#)

891.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[devinqu's solution](#)

892.

1430C

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

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[devinqu's solution](#)

893.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[devinqu's solution](#)

894.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[devinqu's solution](#)

895.

978C

[Letters](#) · [Tutorial](#)

Quality: 78,821 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[devinqu's solution](#)

896.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[devinqu's solution](#)

897.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,836 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

898.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[devinqu's solution](#)

899.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

900.

1419D1

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

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[devinqu's solution](#)

901.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[devinqu's solution](#)

902.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[devinqu's solution](#)

903.

1362A

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

Quality: 34,075 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

904.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

905.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[devinqu's solution](#)

906.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

907.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,574 global accepts · Rating: 1000 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[devinqu's solution](#)

908.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

909.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[devinqu's solution](#)

910.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings
[devinqu's solution](#)

911.

1490B

[Balanced Remainders](#) · [Tutorial](#)

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[devinqu's solution](#)

912.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

913.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

914.

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

915.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[devinqu's solution](#)

916.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[devinqu's solution](#)

917.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[devinqu's solution](#)

918.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[devinqu's solution](#)

919.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

920.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

921.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[devinqu's solution](#)

922.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[devinqu's solution](#)

923.

500A

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

Quality: 62,685 global accepts · Rating: 1000 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation
[devinqu's solution](#)

924.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,968 global accepts · Rating: 1000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

925.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

926.

1632B

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

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[devinqu's solution](#)

927.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[devinqu's solution](#)

928.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[devinqu's solution](#)

929.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,229 global accepts · Rating: 1000 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

930.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, strings

[devinqu's solution](#)

931.

1620B

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

Quality: 31,469 global accepts · Rating: 1000 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[devinqu's solution](#)

932.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,304 global accepts · Rating: 1000 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[devinqu's solution](#)

933.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[devinqu's solution](#)

934.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[devinqu's solution](#)

935.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, shortest paths

[devinqu's solution](#)

936.

1589B

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

Rating: 1000 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[devinqu's solution](#)

937.

1613B

[Absent Remainder](#) · [Tutorial](#)

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

[devinqu's solution](#)

938.

1614B

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

Quality: 29,026 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[devinqu's solution](#)

939.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

940.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

941.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[devinqu's solution](#)

942.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,884 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[devinqu's solution](#)

943.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

944.

1579E1

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

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

945.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[devinqu's solution](#)

946.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

947.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

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

[devinqu's solution](#)

948.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[devinqu's solution](#)

949.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,620 global accepts · Rating: 1000 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[devinqu's solution](#)

950.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

951.

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[devinqu's solution](#)

952.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math
[devinqu's solution](#)

953.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

954.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings
[devinqu's solution](#)

955.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1000 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

956.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 1000 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

957.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[devinqu's solution](#)

958.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1000 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

959.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1000 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

960.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,680 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

961.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,638 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

962.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

963.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

964.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[devinqu's solution](#)

965.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

966.

385A

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

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[devinqu's solution](#)

967.

476A

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

Quality: 51,607 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

968.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,265 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[devinqu's solution](#)

969.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[devinqu's solution](#)

970.

259A

[Little Elephant and Chess](#) · [Tutorial](#)

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[devinqu's solution](#)

971.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

972.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

973.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

974.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

975.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

976.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

977.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,521 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

978.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,312 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

979.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[devinqu's solution](#)

980.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,502 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

981.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

982.

450A

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

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

983.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,580 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[devinqu's solution](#)

984.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,478 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

985.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

986.

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

987.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

988.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[devinqu's solution](#)

989.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[devinqu's solution](#)

990.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[devinqu's solution](#)

991.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

992.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

993.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

994.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[devinqu's solution](#)

995.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,866 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

996.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,786 global accepts · Rating: 1000 · first AC: 2021-01-05 · last AC: 2021-01-22 · GNU C++11 (first AC) · Tags: brute force, number theory
[devinqu's solution](#)

997.

577A

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

Quality: 45,280 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[devinqu's solution](#)

998.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[devinqu's solution](#)

999.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[devinqu's solution](#)

1000.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1001.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,915 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1002.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[devinqu's solution](#)

1003.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1004.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[devinqu's solution](#)

1005.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,203 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[devinqu's solution](#)

1006.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,979 global accepts · Rating: 1000 · first AC: 2020-12-24 · last AC: 2021-01-21 · GNU C++11 (first AC) · Tags: greedy, strings
[devinqu's solution](#)

1007.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1008.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[devinqu's solution](#)

1009.

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1010.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,677 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1011.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[devinqu's solution](#)

1012.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,021 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1013.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[devinqu's solution](#)

1014.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

1015.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,940 global accepts · Rating: 1000 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1016.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,403 global accepts · Rating: 1000 · first AC: 2020-12-23 · last AC: 2021-01-15 · GNU C++11 (first AC) · Tags: implementation, strings

[devinqu's solution](#)

1017.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,241 global accepts · Rating: 1000 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1018.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,341 global accepts · Rating: 1000 · first AC: 2020-12-24 · last AC: 2021-01-15 · GNU C++11 (first AC) · Tags: implementation, math

[devinqu's solution](#)

1019.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

1020.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[devinqu's solution](#)

1021.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,913 global accepts · Rating: 1000 · first AC: 2021-01-03 · last AC: 2021-01-15 · GNU C++11 (first AC) · Tags: bitmasks

[devinqu's solution](#)

1022.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,832 global accepts · Rating: 1000 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1023.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1000 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[devinqu's solution](#)

1024.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,173 global accepts · Rating: 1000 · first AC: 2020-12-01 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[devinqu's solution](#)

1025.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,977 global accepts · Rating: 1000 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[devinqu's solution](#)

1026.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,205 global accepts · Rating: 1000 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1027.

43A

[Football](#) · [Tutorial](#)

Quality: 69,159 global accepts · Rating: 1000 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: strings
[devinqu's solution](#)

1028.

584A

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

Quality: 52,604 global accepts · Rating: 1000 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[devinqu's solution](#)

1029.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[devinqu's solution](#)

1030.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,631 global accepts · Rating: 1000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1031.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

1032.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: math, sortings
[devinqu's solution](#)

1033.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1034.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,828 global accepts · Rating: 1000 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1035.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,367 global accepts · Rating: 1000 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: implementation
[devinqu's solution](#)

1036.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,782 global accepts · Rating: 1000 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: implementation, math
[devinqu's solution](#)

1037.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[devinqu's solution](#)

1038.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,050 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[devinqu's solution](#)

1039.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[devinqu's solution](#)

1040.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[devinqu's solution](#)

1041.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[devinqu's solution](#)

1042.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-31 · last AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[devinqu's solution](#)

1043.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,196 global accepts · Rating: 1100 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[devinqu's solution](#)

1044.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[devinqu's solution](#)

1045.

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

[devinqu's solution](#)

1046.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,380 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[devinqu's solution](#)

1047.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,995 global accepts · Rating: 1100 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, implementation, math

[devinqu's solution](#)

1048.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

sortings, strings
[devinqu's solution](#)

1049.

1862C

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

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[devinqu's solution](#)

1050.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[devinqu's solution](#)

1051.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[devinqu's solution](#)

1052.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,767 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[devinqu's solution](#)

1053.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

1054.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

1055.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[devinqu's solution](#)

1056.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[devinqu's solution](#)

1057.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[devinqu's solution](#)

1058.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[devinqu's solution](#)

1059.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[devinqu's solution](#)

1060.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[devinqu's solution](#)

1061.

1345B

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

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math
[devinqu's solution](#)

1062.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

1063.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[devinqu's solution](#)

1064.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,822 global accepts · Rating: 1100 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[devinqu's solution](#)

1065.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[devinqu's solution](#)

1066.

1366A

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

Quality: 32,996 global accepts · Rating: 1100 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[devinqu's solution](#)

1067.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[devinqu's solution](#)

1068.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1069.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,780 global accepts · Rating: 1100 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[devinqu's solution](#)

1070.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[devinqu's solution](#)

1071.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[devinqu's solution](#)

1072.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[devinqu's solution](#)

1073.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[devinqu's solution](#)

1074.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[devinqu's solution](#)

1075.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,889 global accepts · Rating: 1100 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[devinqu's solution](#)

1076.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[devinqu's solution](#)

1077.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[devinqu's solution](#)

1078.

1624C

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

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[devinqu's solution](#)

1079.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[devinqu's solution](#)

1080.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1081.

505A

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[devinqu's solution](#)

1082.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[devinqu's solution](#)

1083.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,352 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[devinqu's solution](#)

1084.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

1085.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[devinqu's solution](#)

1086.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,397 global accepts · Rating: 1100 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math
[devinqu's solution](#)

1087.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings
[devinqu's solution](#)

1088.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[devinqu's solution](#)

1089.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

1090.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1091.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[devinqu's solution](#)

1092.

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
[devinqu's solution](#)

1093.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[devinqu's solution](#)

1094.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[devinqu's solution](#)

1095.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

1096.

1574B

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

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

1097.

1566D1

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

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

1098.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

1099.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1100.

1529B

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

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[devinqu's solution](#)

1101.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[devinqu's solution](#)

1102.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1103.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,019 global accepts · Rating: 1100 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[devinqu's solution](#)

1104.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[devinqu's solution](#)

1105.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[devinqu's solution](#)

1106.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[devinqu's solution](#)

1107.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,869 global accepts · Rating: 1100 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[devinqu's solution](#)

1108.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1109.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1110.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1111.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,026 global accepts · Rating: 1100 · first AC: 2021-02-02 · last AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths
[devinqu's solution](#)

1112.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[devinqu's solution](#)

1113.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[devinqu's solution](#)

1114.

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

1115.

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[devinqu's solution](#)

1116.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[devinqu's solution](#)

1117.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[devinqu's solution](#)

1118.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1119.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1120.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1121.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

1122.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

1123.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,556 global accepts · Rating: 1100 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

1124.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[devinqu's solution](#)

1125.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,726 global accepts · Rating: 1100 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1126.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings
[devinqu's solution](#)

1127.

368B

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

Quality: 49,897 global accepts · Rating: 1100 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[devinqu's solution](#)

1128.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1129.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1130.

104B

[Testing Pants for Sadness](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[devinqu's solution](#)

1131.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, sortings
[devinqu's solution](#)

1132.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[devinqu's solution](#)

1133.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

1134.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[devinqu's solution](#)

1135.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[devinqu's solution](#)

1136.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1137.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[devinqu's solution](#)

1138.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,328 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

1139.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[devinqu's solution](#)

1140.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,421 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, strings

[devinqu's solution](#)

1141.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, strings

[devinqu's solution](#)

1142.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

1143.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[devinqu's solution](#)

1144.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

1145.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[devinqu's solution](#)

1146.

706B

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

Quality: 84,424 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation
[devinqu's solution](#)

1147.

90B

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

Quality: 5,715 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1148.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,486 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1149.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[devinqu's solution](#)

1150.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[devinqu's solution](#)

1151.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1152.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1153.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,377 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings
[devinqu's solution](#)

1154.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1155.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1156.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[devinqu's solution](#)

1157.

300A

[Array](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[devinqu's solution](#)

1158.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2021-01-22 · last AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[devinqu's solution](#)

1159.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,283 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[devinqu's solution](#)

1160.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1161.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,925 global accepts · Rating: 1100 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[devinqu's solution](#)

1162.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,186 global accepts · Rating: 1100 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1163.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[devinqu's solution](#)

1164.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 1100 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[devinqu's solution](#)

1165.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,825 global accepts · Rating: 1100 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1166.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,064 global accepts · Rating: 1100 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[devinqu's solution](#)

1167.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,437 global accepts · Rating: 1100 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1168.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[devinqu's solution](#)

1169.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,776 global accepts · Rating: 1100 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[devinqu's solution](#)

1170.

66B

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

Quality: 23,108 global accepts · Rating: 1100 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1171.

296A

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

Quality: 26,036 global accepts · Rating: 1100 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

1172.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,982 global accepts · Rating: 1100 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1173.

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,326 global accepts · Rating: 1100 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1174.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1175.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[devinqu's solution](#)

1176.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[devinqu's solution](#)

1177.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[devinqu's solution](#)

1178.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1179.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[devinqu's solution](#)

1180.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[devinqu's solution](#)

1181.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,884 global accepts · Rating: 1100 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[devinqu's solution](#)

1182.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

1183.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2021-01-09 · last AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

1184.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[devinqu's solution](#)

1185.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[devinqu's solution](#)

1186.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,340 global accepts · Rating: 1100 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, graphs

[devinqu's solution](#)

1187.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,600 global accepts · Rating: 1200 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[devinqu's solution](#)

1188.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,328 global accepts · Rating: 1200 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[devinqu's solution](#)

1189.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,744 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[devinqu's solution](#)

1190.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[devinqu's solution](#)

1191.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
[devinqu's solution](#)

1192.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[devinqu's solution](#)

1193.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2022-02-18 · last AC: 2025-01-21 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[devinqu's solution](#)

1194.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,104 global accepts · Rating: 1200 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, two pointers
[devinqu's solution](#)

1195.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[devinqu's solution](#)

1196.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[devinqu's solution](#)

1197.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1198.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures,

greedy

[devinqu's solution](#)

1199.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,375 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[devinqu's solution](#)

1200.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,952 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[devinqu's solution](#)

1201.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[devinqu's solution](#)

1202.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,254 global accepts · Rating: 1200 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

1203.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[devinqu's solution](#)

1204.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[devinqu's solution](#)

1205.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,397 global accepts · Rating: 1200 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[devinqu's solution](#)

1206.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,819 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[devinqu's solution](#)

1207.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1200 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[devinqu's solution](#)

1208.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy,

math

[devinqu's solution](#)

1209.

1859C

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

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[devinqu's solution](#)

1210.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

1211.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[devinqu's solution](#)

1212.

1650C

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

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[devinqu's solution](#)

1213.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[devinqu's solution](#)

1214.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[devinqu's solution](#)

1215.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[devinqu's solution](#)

1216.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[devinqu's solution](#)

1217.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

1218.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[devinqu's solution](#)

1219.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

1220.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[devinqu's solution](#)

1221.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1222.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

1223.

1635C

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

Quality: 25,126 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[devinqu's solution](#)

1224.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

1225.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1226.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[devinqu's solution](#)

1227.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[devinqu's solution](#)

1228.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[devinqu's solution](#)

1229.

1352B

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

Quality: 44,817 global accepts · Rating: 1200 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

1230.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1231.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1232.

1000A

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

Quality: 9,367 global accepts · Rating: 1200 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1233.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[devinqu's solution](#)

1234.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[devinqu's solution](#)

1235.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1236.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: math
[devinqu's solution](#)

1237.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[devinqu's solution](#)

1238.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1239.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[devinqu's solution](#)

1240.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,495 global accepts · Rating: 1200 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[devinqu's solution](#)

1241.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[devinqu's solution](#)

1242.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: strings
[devinqu's solution](#)

1243.

6C

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

Quality: 17,472 global accepts · Rating: 1200 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[devinqu's solution](#)

1244.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1245.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[devinqu's solution](#)

1246.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1247.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[devinqu's solution](#)

1248.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[devinqu's solution](#)

1249.

1582C

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

Quality: 23,644 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[devinqu's solution](#)

1250.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees
[devinqu's solution](#)

1251.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation,

math, two pointers
[devinqu's solution](#)

1252.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[devinqu's solution](#)

1253.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[devinqu's solution](#)

1254.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[devinqu's solution](#)

1255.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[devinqu's solution](#)

1256.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[devinqu's solution](#)

1257.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,477 global accepts · Rating: 1200 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[devinqu's solution](#)

1258.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 1200 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[devinqu's solution](#)

1259.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[devinqu's solution](#)

1260.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[devinqu's solution](#)

1261.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,458 global accepts · Rating: 1200 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

1262.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,025 global accepts · Rating: 1200 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[devinqu's solution](#)

1263.

1527B1

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

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2021-05-22 · last AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[devinqu's solution](#)

1264.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,708 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[devinqu's solution](#)

1265.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[devinqu's solution](#)

1266.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,124 global accepts · Rating: 1200 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

1267.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

1268.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1269.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

1270.

462C

[Appleman and Toastman](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[devinqu's solution](#)

1271.

218C

[Ice Skating](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[devinqu's solution](#)

1272.

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

1273.

483C

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

Rating: 1200 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1274.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1275.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,839 global accepts · Rating: 1200 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[devinqu's solution](#)

1276.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1200 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[devinqu's solution](#)

1277.

1100C

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

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[devinqu's solution](#)

1278.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[devinqu's solution](#)

1279.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[devinqu's solution](#)

1280.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,359 global accepts · Rating: 1200 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[devinqu's solution](#)

1281.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,672 global accepts · Rating: 1200 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[devinqu's solution](#)

1282.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[devinqu's solution](#)

1283.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[devinqu's solution](#)

1284.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[devinqu's solution](#)

1285.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[devinqu's solution](#)

1286.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[devinqu's solution](#)

1287.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,573 global accepts · Rating: 1200 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[devinqu's solution](#)

1288.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[devinqu's solution](#)

1289.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[devinqu's solution](#)

1290.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2021-02-06 · last AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[devinqu's solution](#)

1291.

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,607 global accepts · Rating: 1200 · first AC: 2021-02-06 · last AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[devinqu's solution](#)

1292.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,737 global accepts · Rating: 1200 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[devinqu's solution](#)

1293.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers
[devinqu's solution](#)

1294.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[devinqu's solution](#)

1295.

1362B

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

Quality: 21,041 global accepts · Rating: 1200 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[devinqu's solution](#)

1296.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[devinqu's solution](#)

1297.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[devinqu's solution](#)

1298.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[devinqu's solution](#)

1299.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[devinqu's solution](#)

1300.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[devinqu's solution](#)

1301.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[devinqu's solution](#)

1302.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[devinqu's solution](#)

1303.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[devinqu's solution](#)

1304.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2021-02-03 · last AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math

[devinqu's solution](#)

1305.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1306.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

1307.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1200 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1308.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[devinqu's solution](#)

1309.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,404 global accepts · Rating: 1200 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1310.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,017 global accepts · Rating: 1200 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1311.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

1312.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[devinqu's solution](#)

1313.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[devinqu's solution](#)

1314.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,764 global accepts · Rating: 1200 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1315.

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,873 global accepts · Rating: 1200 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1316.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[devinqu's solution](#)

1317.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[devinqu's solution](#)

1318.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,038 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[devinqu's solution](#)

1319.

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[devinqu's solution](#)

1320.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1321.

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[devinqu's solution](#)

1322.

151B

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,862 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1323.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation
[devinqu's solution](#)

1324.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[devinqu's solution](#)

1325.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[devinqu's solution](#)

1326.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2021-01-03 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[devinqu's solution](#)

1327.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[devinqu's solution](#)

1328.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1329.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,799 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[devinqu's solution](#)

1330.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1331.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[devinqu's solution](#)

1332.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,522 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[devinqu's solution](#)

1333.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1334.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[devinqu's solution](#)

1335.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

1336.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[devinqu's solution](#)

1337.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1338.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1200 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[devinqu's solution](#)

1339.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2021-01-23 · last AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1340.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

1341.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1342.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[devinqu's solution](#)

1343.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2021-01-23 · last AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[devinqu's solution](#)

1344.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1345.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

1346.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1200 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[devinqu's solution](#)

1347.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1348.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[devinqu's solution](#)

1349.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings

[devinqu's solution](#)

1350.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

1351.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,178 global accepts · Rating: 1200 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

1352.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, schedules

[devinqu's solution](#)

1353.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[devinqu's solution](#)

1354.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,863 global accepts · Rating: 1200 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[devinqu's solution](#)

1355.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,858 global accepts · Rating: 1200 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[devinqu's solution](#)

1356.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,180 global accepts · Rating: 1200 · first AC: 2021-01-06 · last AC: 2021-01-15 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[devinqu's solution](#)

1357.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,347 global accepts · Rating: 1200 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1358.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2021-01-15 · last AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1359.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,309 global accepts · Rating: 1200 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

1360.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,423 global accepts · Rating: 1200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1361.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[devinqu's solution](#)

1362.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[devinqu's solution](#)

1363.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2021-01-07 · last AC: 2021-01-07 · GNU C++11 (first AC) · Tags: greedy

[devinqu's solution](#)

1364.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: data structures, greedy

[devinqu's solution](#)

1365.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[devinqu's solution](#)

1366.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dfs and similar, sortings

[devinqu's solution](#)

1367.

445A

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

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[devinqu's solution](#)

1368.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings

[devinqu's solution](#)

1369.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1200 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[devinqu's solution](#)

1370.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[devinqu's solution](#)

1371.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[devinqu's solution](#)

1372.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1300 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[devinqu's solution](#)

1373.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[devinqu's solution](#)

1374.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[devinqu's solution](#)

1375.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[devinqu's solution](#)

1376.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,497 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[devinqu's solution](#)

1377.

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
[devinqu's solution](#)

1378.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[devinqu's solution](#)

1379.

1881D

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

Quality: 28,427 global accepts · Rating: 1300 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[devinqu's solution](#)

1380.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math
[devinqu's solution](#)

1381.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[devinqu's solution](#)

1382.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,584 global accepts · Rating: 1300 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory
[devinqu's solution](#)

1383.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1384.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[devinqu's solution](#)

1385.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[devinqu's solution](#)

1386.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, trees
[devinqu's solution](#)

1387.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[devinqu's solution](#)

1388.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[devinqu's solution](#)

1389.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

1390.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[devinqu's solution](#)

1391.

1650D

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

Quality: 14,689 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[devinqu's solution](#)

1392.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

1393.

1364B

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

Quality: 26,175 global accepts · Rating: 1300 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[devinqu's solution](#)

1394.

1373C

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

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[devinqu's solution](#)

1395.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,951 global accepts · Rating: 1300 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[devinqu's solution](#)

1396.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[devinqu's solution](#)

1397.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,092 global accepts · Rating: 1300 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

1398.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[devinqu's solution](#)

1399.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[devinqu's solution](#)

1400.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,509 global accepts · Rating: 1300 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[devinqu's solution](#)

1401.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[devinqu's solution](#)

1402.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[devinqu's solution](#)

1403.

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1404.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

1405.

1372B

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

Quality: 36,384 global accepts · Rating: 1300 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[devinqu's solution](#)

1406.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1407.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[devinqu's solution](#)

1408.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1409.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[devinqu's solution](#)

1410.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[devinqu's solution](#)

1411.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[devinqu's solution](#)

1412.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[devinqu's solution](#)

1413.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

1414.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1415.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[devinqu's solution](#)

1416.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, strings

[devinqu's solution](#)

1417.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[devinqu's solution](#)

1418.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,897 global accepts · Rating: 1300 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

1419.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[devinqu's solution](#)

1420.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[devinqu's solution](#)

1421.

4C

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

Quality: 108,121 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation
[devinqu's solution](#)

1422.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[devinqu's solution](#)

1423.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[devinqu's solution](#)

1424.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[devinqu's solution](#)

1425.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[devinqu's solution](#)

1426.

1591C

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

Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[devinqu's solution](#)

1427.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,803 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[devinqu's solution](#)

1428.

1607D

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

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[devinqu's solution](#)

1429.

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

[devinqu's solution](#)

1430.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[devinqu's solution](#)

1431.

1560D

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

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[devinqu's solution](#)

1432.

1594E1

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

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[devinqu's solution](#)

1433.

1574C

[Slay the Dragon](#) · [Tutorial](#)

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

[devinqu's solution](#)

1434.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[devinqu's solution](#)

1435.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,413 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[devinqu's solution](#)

1436.

1561B

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

Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[devinqu's solution](#)

1437.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[devinqu's solution](#)

1438.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[devinqu's solution](#)

1439.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

1440.

239C

[Not Wool Sequences](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[devinqu's solution](#)

1441.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1442.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1443.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

1444.

124C

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

Rating: 1300 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, number theory, sortings, strings
[devinqu's solution](#)

1445.

426B

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

Quality: 3,959 global accepts · Rating: 1300 · first AC: 2021-02-24 · last AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1446.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[devinqu's solution](#)

1447.

1064C

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

Rating: 1300 · first AC: 2021-02-23 · last AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

1448.

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation
[devinqu's solution](#)

1449.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2021-01-08 · last AC: 2021-02-22 · GNU C++11 (first AC) · Tags: games, greedy, strings

[devinqu's solution](#)

1450.

221C

[Little Elephant and Problem](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[devinqu's solution](#)

1451.

136C

[Replacement](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[devinqu's solution](#)

1452.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,871 global accepts · Rating: 1300 · first AC: 2021-01-04 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, dp

[devinqu's solution](#)

1453.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,566 global accepts · Rating: 1300 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

1454.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1455.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2021-01-06 · last AC: 2021-02-14 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[devinqu's solution](#)

1456.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[devinqu's solution](#)

1457.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1300 · first AC: 2021-01-26 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[devinqu's solution](#)

1458.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[devinqu's solution](#)

1459.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2021-01-26 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

1460.

252C

[Points on Line](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[devinqu's solution](#)

1461.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[devinqu's solution](#)

1462.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[devinqu's solution](#)

1463.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,160 global accepts · Rating: 1300 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[devinqu's solution](#)

1464.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[devinqu's solution](#)

1465.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[devinqu's solution](#)

1466.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[devinqu's solution](#)

1467.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[devinqu's solution](#)

1468.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[devinqu's solution](#)

1469.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[devinqu's solution](#)

1470.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[devinqu's solution](#)

1471.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[devinqu's solution](#)

1472.

932B

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

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[devinqu's solution](#)

1473.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[devinqu's solution](#)

1474.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[devinqu's solution](#)

1475.

1182B

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

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[devinqu's solution](#)

1476.

862B

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

Quality: 25,644 global accepts · Rating: 1300 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[devinqu's solution](#)

1477.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[devinqu's solution](#)

1478.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,268 global accepts · Rating: 1300 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[devinqu's solution](#)

1479.

1420C1

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

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[devinqu's solution](#)

1480.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2021-02-06 · last AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[devinqu's solution](#)

1481.

1328B

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

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[devinqu's solution](#)

1482.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[devinqu's solution](#)

1483.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,099 global accepts · Rating: 1300 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force
[devinqu's solution](#)

1484.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[devinqu's solution](#)

1485.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[devinqu's solution](#)

1486.

437A

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

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1487.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1300 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

1488.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1300 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[devinqu's solution](#)

1489.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[devinqu's solution](#)

1490.

304C

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

Rating: 1300 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

1491.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[devinqu's solution](#)

1492.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[devinqu's solution](#)

1493.

1425H

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

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

1494.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[devinqu's solution](#)

1495.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[devinqu's solution](#)

1496.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,994 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[devinqu's solution](#)

1497.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[devinqu's solution](#)

1498.

1454D

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

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[devinqu's solution](#)

1499.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[devinqu's solution](#)

1500.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,826 global accepts · Rating: 1300 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[devinqu's solution](#)

1501.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,993 global accepts · Rating: 1300 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[devinqu's solution](#)

1502.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,878 global accepts · Rating: 1300 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[devinqu's solution](#)

1503.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[devinqu's solution](#)

1504.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[devinqu's solution](#)

1505.

1470A

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

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[devinqu's solution](#)

1506.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[devinqu's solution](#)

1507.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1508.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[devinqu's solution](#)

1509.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1510.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

1511.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1512.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

1513.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[devinqu's solution](#)

1514.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[devinqu's solution](#)

1515.

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[devinqu's solution](#)

1516.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2021-01-06 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: greedy, math, strings

[devinqu's solution](#)

1517.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

1518.

330B

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

Quality: 19,385 global accepts · Rating: 1300 · first AC: 2021-01-24 · last AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[devinqu's solution](#)

1519.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, math

[devinqu's solution](#)

1520.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,258 global accepts · Rating: 1300 · first AC: 2021-01-06 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[devinqu's solution](#)

1521.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[devinqu's solution](#)

1522.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1523.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[devinqu's solution](#)

1524.

246B

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

Quality: 12,271 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

1525.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1526.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,484 global accepts · Rating: 1300 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings
[devinqu's solution](#)

1527.

189B

[Counting Rhombi](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1300 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[devinqu's solution](#)

1528.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1529.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,107 global accepts · Rating: 1300 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[devinqu's solution](#)

1530.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[devinqu's solution](#)

1531.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation
[devinqu's solution](#)

1532.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,873 global accepts · Rating: 1300 · first AC: 2020-12-24 · last AC: 2021-01-20 · GNU C++11 (first AC) · Tags: brute force
[devinqu's solution](#)

1533.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation
[devinqu's solution](#)

1534.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[devinqu's solution](#)

1535.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[devinqu's solution](#)

1536.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[devinqu's solution](#)

1537.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1300 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1538.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[devinqu's solution](#)

1539.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,944 global accepts · Rating: 1300 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1540.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,387 global accepts · Rating: 1300 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[devinqu's solution](#)

1541.

215B

[Olympic Medal](#) · [Tutorial](#)

Quality: 5,977 global accepts · Rating: 1300 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

1542.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1543.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[devinqu's solution](#)

1544.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

1545.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,865 global accepts · Rating: 1300 · first AC: 2021-01-06 · last AC: 2021-01-15 · GNU C++11 (first AC) · Tags: implementation, sortings

[devinqu's solution](#)

1546.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1300 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

1547.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[devinqu's solution](#)

1548.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[devinqu's solution](#)

1549.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1400 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[devinqu's solution](#)

1550.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[devinqu's solution](#)

1551.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,403 global accepts · Rating: 1400 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[devinqu's solution](#)

1552.

977D

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

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2021-02-08 · last AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[devinqu's solution](#)

1553.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[devinqu's solution](#)

1554.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[devinqu's solution](#)

1555.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[devinqu's solution](#)

1556.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[devinqu's solution](#)

1557.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[devinqu's solution](#)

1558.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[devinqu's solution](#)

1559.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[devinqu's solution](#)

1560.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings

[devinqu's solution](#)

1561.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[devinqu's solution](#)

1562.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

1563.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[devinqu's solution](#)

1564.

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy
[devinqu's solution](#)

1565.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
[devinqu's solution](#)

1566.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,576 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, two pointers
[devinqu's solution](#)

1567.

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, constructive algorithms, implementation
[devinqu's solution](#)

1568.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[devinqu's solution](#)

1569.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[devinqu's solution](#)

1570.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation
[devinqu's solution](#)

1571.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

1572.

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[devinqu's solution](#)

1573.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,795 global accepts · Rating: 1400 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[devinqu's solution](#)

1574.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[devinqu's solution](#)

1575.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[devinqu's solution](#)

1576.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[devinqu's solution](#)

1577.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[devinqu's solution](#)

1578.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[devinqu's solution](#)

1579.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1580.

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[devinqu's solution](#)

1581.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[devinqu's solution](#)

1582.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[devinqu's solution](#)

1583.

1506D

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

Quality: 25,533 global accepts · Rating: 1400 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[devinqu's solution](#)

1584.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

1585.

401C

[Team](#) · [Tutorial](#)

Quality: 21,700 global accepts · Rating: 1400 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[devinqu's solution](#)

1586.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1400 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[devinqu's solution](#)

1587.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[devinqu's solution](#)

1588.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[devinqu's solution](#)

1589.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[devinqu's solution](#)

1590.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[devinqu's solution](#)

1591.

1624D

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

Quality: 19,078 global accepts · Rating: 1400 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[devinqu's solution](#)

1592.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,859 global accepts · Rating: 1400 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[devinqu's solution](#)

1593.

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[devinqu's solution](#)

1594.

679A

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

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
[devinqu's solution](#)

1595.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[devinqu's solution](#)

1596.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1597.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1598.

865A

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

Quality: 4,428 global accepts · Rating: 1400 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

1599.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[devinqu's solution](#)

1600.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar
[devinqu's solution](#)

1601.

1609C

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

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

1602.

1605C

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

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings
[devinqu's solution](#)

1603.

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
[devinqu's solution](#)

1604.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[devinqu's solution](#)

1605.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,573 global accepts · Rating: 1400 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[devinqu's solution](#)

1606.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation
[devinqu's solution](#)

1607.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[devinqu's solution](#)

1608.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy
[devinqu's solution](#)

1609.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[devinqu's solution](#)

1610.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 1400 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

1611.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,731 global accepts · Rating: 1400 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[devinqu's solution](#)

1612.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,102 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[devinqu's solution](#)

1613.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, matrices
[devinqu's solution](#)

1614.

80C

[Heroes](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1615.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,816 global accepts · Rating: 1400 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[devinqu's solution](#)

1616.

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[devinqu's solution](#)

1617.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[devinqu's solution](#)

1618.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[devinqu's solution](#)

1619.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,367 global accepts · Rating: 1400 · first AC: 2021-02-23 · last AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[devinqu's solution](#)

1620.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers
[devinqu's solution](#)

1621.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,940 global accepts · Rating: 1400 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[devinqu's solution](#)

1622.

151C

[Win or Freeze](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory
[devinqu's solution](#)

1623.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2021-02-03 · last AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings

[devinqu's solution](#)

1624.

278C

[Learning Languages](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[devinqu's solution](#)

1625.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2021-01-27 · last AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

1626.

389C

[Fox and Box Accumulation](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[devinqu's solution](#)

1627.

262C

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

Rating: 1400 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

1628.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[devinqu's solution](#)

1629.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,345 global accepts · Rating: 1400 · first AC: 2021-02-16 · last AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[devinqu's solution](#)

1630.

219B

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

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1631.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[devinqu's solution](#)

1632.

1443C

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

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[devinqu's solution](#)

1633.

1354C1

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

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[devinqu's solution](#)

1634.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[devinqu's solution](#)

1635.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,585 global accepts · Rating: 1400 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[devinqu's solution](#)

1636.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[devinqu's solution](#)

1637.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[devinqu's solution](#)

1638.

1362C

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

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[devinqu's solution](#)

1639.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[devinqu's solution](#)

1640.

1215B

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

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[devinqu's solution](#)

1641.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[devinqu's solution](#)

1642.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths
[devinqu's solution](#)

1643.

920C

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

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar,

greedy, math, sortings, two pointers

[devinqu's solution](#)

1644.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,410 global accepts · Rating: 1400 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu

[devinqu's solution](#)

1645.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,645 global accepts · Rating: 1400 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[devinqu's solution](#)

1646.

1167C

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

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[devinqu's solution](#)

1647.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2021-02-05 · last AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[devinqu's solution](#)

1648.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[devinqu's solution](#)

1649.

1276A

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

Quality: 12,949 global accepts · Rating: 1400 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[devinqu's solution](#)

1650.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[devinqu's solution](#)

1651.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[devinqu's solution](#)

1652.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[devinqu's solution](#)

1653.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[devinqu's solution](#)

1654.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[devinqu's solution](#)

1655.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2021-02-03 · last AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

1656.

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2021-02-03 · last AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

1657.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,550 global accepts · Rating: 1400 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1658.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[devinqu's solution](#)

1659.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,345 global accepts · Rating: 1400 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[devinqu's solution](#)

1660.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1400 · first AC: 2021-02-02 · last AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

[devinqu's solution](#)

1661.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[devinqu's solution](#)

1662.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

1663.

227C

[Flying Saucer Segments](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[devinqu's solution](#)

1664.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,428 global accepts · Rating: 1400 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[devinqu's solution](#)

1665.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1400 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[devinqu's solution](#)

1666.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[devinqu's solution](#)

1667.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[devinqu's solution](#)

1668.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[devinqu's solution](#)

1669.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 1400 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games

[devinqu's solution](#)

1670.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

1671.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[devinqu's solution](#)

1672.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[devinqu's solution](#)

1673.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[devinqu's solution](#)

1674.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy,

implementation

[devinqu's solution](#)

1675.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2021-01-28 · last AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1676.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[devinqu's solution](#)

1677.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,455 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[devinqu's solution](#)

1678.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2021-01-27 · last AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[devinqu's solution](#)

1679.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2021-01-27 · last AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[devinqu's solution](#)

1680.

1374D

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

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[devinqu's solution](#)

1681.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,087 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[devinqu's solution](#)

1682.

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2021-01-27 · last AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[devinqu's solution](#)

1683.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

1684.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,138 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[devinqu's solution](#)

1685.

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,707 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[devinqu's solution](#)

1686.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,941 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

1687.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[devinqu's solution](#)

1688.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,490 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

1689.

1195C

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

Quality: 34,834 global accepts · Rating: 1400 · first AC: 2021-01-27 · last AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

1690.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

1691.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 1400 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[devinqu's solution](#)

1692.

315A

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

Quality: 12,293 global accepts · Rating: 1400 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[devinqu's solution](#)

1693.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1400 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

1694.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[devinqu's solution](#)

1695.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation,

sortings, ternary search

[devinqu's solution](#)

1696.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,682 global accepts · Rating: 1400 · first AC: 2021-01-06 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: geometry, math

[devinqu's solution](#)

1697.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

1698.

26B

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

Quality: 25,850 global accepts · Rating: 1400 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

1699.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

1700.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1400 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[devinqu's solution](#)

1701.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

1702.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

1703.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1704.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[devinqu's solution](#)

1705.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

1706.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers
[devinqu's solution](#)

1707.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[devinqu's solution](#)

1708.

369B

[Valera and Contest](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[devinqu's solution](#)

1709.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[devinqu's solution](#)

1710.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[devinqu's solution](#)

1711.

448B

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

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1712.

445B

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

Quality: 14,758 global accepts · Rating: 1400 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy
[devinqu's solution](#)

1713.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1400 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs
[devinqu's solution](#)

1714.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,167 global accepts · Rating: 1400 · first AC: 2020-12-24 · last AC: 2021-01-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[devinqu's solution](#)

1715.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1400 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[devinqu's solution](#)

1716.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2021-01-04 · last AC: 2021-01-17 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, implementation, math

[devinqu's solution](#)

1717.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[devinqu's solution](#)

1718.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,990 global accepts · Rating: 1400 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[devinqu's solution](#)

1719.

279B

[Books](#) · [Tutorial](#)

Quality: 72,408 global accepts · Rating: 1400 · first AC: 2021-01-04 · last AC: 2021-01-04 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[devinqu's solution](#)

1720.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2021-01-03 · last AC: 2021-01-03 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[devinqu's solution](#)

1721.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[devinqu's solution](#)

1722.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[devinqu's solution](#)

1723.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2025-04-21 · last AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, trees

[devinqu's solution](#)

1724.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,601 global accepts · Rating: 1500 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[devinqu's solution](#)

1725.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,886 global accepts · Rating: 1500 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[devinqu's solution](#)

1726.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and

conquer, dp, math
[devinqu's solution](#)

1727.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-27 · last AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[devinqu's solution](#)

1728.

2060E

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

Quality: 12,249 global accepts · Rating: 1500 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[devinqu's solution](#)

1729.

958F1

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

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[devinqu's solution](#)

1730.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[devinqu's solution](#)

1731.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2024-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[devinqu's solution](#)

1732.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[devinqu's solution](#)

1733.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[devinqu's solution](#)

1734.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[devinqu's solution](#)

1735.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 1500 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[devinqu's solution](#)

1736.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,373 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[devinqu's solution](#)

1737.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[devinqu's solution](#)

1738.

1851E

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

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[devinqu's solution](#)

1739.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[devinqu's solution](#)

1740.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[devinqu's solution](#)

1741.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[devinqu's solution](#)

1742.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[devinqu's solution](#)

1743.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[devinqu's solution](#)

1744.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[devinqu's solution](#)

1745.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,582 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[devinqu's solution](#)

1746.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[devinqu's solution](#)

1747.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

1748.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,512 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[devinqu's solution](#)

1749.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[devinqu's solution](#)

1750.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[devinqu's solution](#)

1751.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math

[devinqu's solution](#)

1752.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[devinqu's solution](#)

1753.

1106D

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

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[devinqu's solution](#)

1754.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2022-02-27 · last AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

1755.

1490F

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

Quality: 18,381 global accepts · Rating: 1500 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[devinqu's solution](#)

1756.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,302 global accepts · Rating: 1500 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings
[devinqu's solution](#)

1757.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2021-01-31 · last AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[devinqu's solution](#)

1758.

1325C

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

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[devinqu's solution](#)

1759.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[devinqu's solution](#)

1760.

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[devinqu's solution](#)

1761.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[devinqu's solution](#)

1762.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[devinqu's solution](#)

1763.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory
[devinqu's solution](#)

1764.

977E

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

Quality: 25,612 global accepts · Rating: 1500 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[devinqu's solution](#)

1765.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory
[devinqu's solution](#)

1766.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[devinqu's solution](#)

1767.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[devinqu's solution](#)

1768.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1500 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[devinqu's solution](#)

1769.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[devinqu's solution](#)

1770.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[devinqu's solution](#)

1771.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[devinqu's solution](#)

1772.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[devinqu's solution](#)

1773.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1500 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry
[devinqu's solution](#)

1774.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,116 global accepts · Rating: 1500 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths
[devinqu's solution](#)

1775.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,658 global accepts · Rating: 1500 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
[devinqu's solution](#)

1776.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[devinqu's solution](#)

1777.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, two pointers
[devinqu's solution](#)

1778.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation
[devinqu's solution](#)

1779.

1614C

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

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[devinqu's solution](#)

1780.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees
[devinqu's solution](#)

1781.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

1782.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[devinqu's solution](#)

1783.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

1784.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[devinqu's solution](#)

1785.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[devinqu's solution](#)

1786.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[devinqu's solution](#)

1787.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[devinqu's solution](#)

1788.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[devinqu's solution](#)

1789.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[devinqu's solution](#)

1790.

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[devinqu's solution](#)

1791.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[devinqu's solution](#)

1792.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

1793.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,781 global accepts · Rating: 1500 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[devinqu's solution](#)

1794.

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation, two pointers

[devinqu's solution](#)

1795.

166C

[Median](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1500 · first AC: 2021-03-08 · last AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[devinqu's solution](#)

1796.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[devinqu's solution](#)

1797.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

1798.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

1799.

554C

[Kyoya and Colored Balls](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[devinqu's solution](#)

1800.

355C

[Vasya and Robot](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[devinqu's solution](#)

1801.

205C

[Little Elephant and Interval](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, dp, math
[devinqu's solution](#)

1802.

192C

[Dynasty Puzzles](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

1803.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,091 global accepts · Rating: 1500 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[devinqu's solution](#)

1804.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[devinqu's solution](#)

1805.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[devinqu's solution](#)

1806.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,803 global accepts · Rating: 1500 · first AC: 2021-02-27 · last AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers
[devinqu's solution](#)

1807.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1500 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[devinqu's solution](#)

1808.

368C

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

Rating: 1500 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

1809.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,541 global accepts · Rating: 1500 · first AC: 2021-01-30 · last AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[devinqu's solution](#)

1810.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1811.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

1812.

129C

[Statues](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[devinqu's solution](#)

1813.

415C

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

Rating: 1500 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[devinqu's solution](#)

1814.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[devinqu's solution](#)

1815.

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: matrices
[devinqu's solution](#)

1816.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,498 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[devinqu's solution](#)

1817.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[devinqu's solution](#)

1818.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-02-19 · last AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

1819.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[devinqu's solution](#)

1820.

556C

[Case of Matryoshkas](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1821.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[devinqu's solution](#)

1822.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,477 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[devinqu's solution](#)

1823.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[devinqu's solution](#)

1824.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings, two pointers

[devinqu's solution](#)

1825.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[devinqu's solution](#)

1826.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,135 global accepts · Rating: 1500 · first AC: 2021-02-17 · last AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1827.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, strings

[devinqu's solution](#)

1828.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2021-02-16 · last AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[devinqu's solution](#)

1829.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[devinqu's solution](#)

1830.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2021-01-30 · last AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[devinqu's solution](#)

1831.

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[devinqu's solution](#)

1832.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,480 global accepts · Rating: 1500 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[devinqu's solution](#)

1833.

357C

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

Rating: 1500 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[devinqu's solution](#)

1834.

577C

[Vasya and Petya's Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[devinqu's solution](#)

1835.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

1836.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[devinqu's solution](#)

1837.

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

1838.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[devinqu's solution](#)

1839.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[devinqu's solution](#)

1840.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 1500 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings, two pointers
[devinqu's solution](#)

1841.

332B

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

Quality: 8,710 global accepts · Rating: 1500 · first AC: 2021-02-04 · last AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
[devinqu's solution](#)

1842.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,182 global accepts · Rating: 1500 · first AC: 2021-02-04 · last AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[devinqu's solution](#)

1843.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[devinqu's solution](#)

1844.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[devinqu's solution](#)

1845.

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2021-02-03 · last AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[devinqu's solution](#)

1846.

402C

[Searching for Graph](#) · [Tutorial](#)

Quality: 6,368 global accepts · Rating: 1500 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs
[devinqu's solution](#)

1847.

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[devinqu's solution](#)

1848.

437B

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

Quality: 10,448 global accepts · Rating: 1500 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[devinqu's solution](#)

1849.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[devinqu's solution](#)

1850.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[devinqu's solution](#)

1851.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[devinqu's solution](#)

1852.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

1853.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1500 · first AC: 2021-01-31 · last AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[devinqu's solution](#)

1854.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2021-01-31 · last AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[devinqu's solution](#)

1855.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[devinqu's solution](#)

1856.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2021-01-31 · last AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

1857.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2021-01-31 · last AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[devinqu's solution](#)

1858.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[devinqu's solution](#)

1859.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

1860.

1368B

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

Quality: 21,425 global accepts · Rating: 1500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[devinqu's solution](#)

1861.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,222 global accepts · Rating: 1500 · first AC: 2021-01-30 · last AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[devinqu's solution](#)

1862.

873B

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

Quality: 9,109 global accepts · Rating: 1500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[devinqu's solution](#)

1863.

877B

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

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2021-01-30 · last AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[devinqu's solution](#)

1864.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[devinqu's solution](#)

1865.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[devinqu's solution](#)

1866.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

1867.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[devinqu's solution](#)

1868.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[devinqu's solution](#)

1869.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

1870.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[devinqu's solution](#)

1871.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[devinqu's solution](#)

1872.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1500 · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[devinqu's solution](#)

1873.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[devinqu's solution](#)

1874.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

1875.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,622 global accepts · Rating: 1500 · first AC: 2021-01-28 · last AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
[devinqu's solution](#)

1876.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

1877.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2021-01-21 · last AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

1878.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[devinqu's solution](#)

1879.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2021-01-21 · last AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[devinqu's solution](#)

1880.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[devinqu's solution](#)

1881.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,691 global accepts · Rating: 1500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[devinqu's solution](#)

1882.

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[devinqu's solution](#)

1883.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1500 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[devinqu's solution](#)

1884.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,860 global accepts · Rating: 1500 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[devinqu's solution](#)

1885.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

1886.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,258 global accepts · Rating: 1500 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

1887.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,858 global accepts · Rating: 1500 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[devinqu's solution](#)

1888.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: greedy

[devinqu's solution](#)

1889.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: brute force, dp, math

[devinqu's solution](#)

1890.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,639 global accepts · Rating: 1500 · first AC: 2021-01-04 · last AC: 2021-01-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[devinqu's solution](#)

1891.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-20 · last AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[devinqu's solution](#)

1892.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[devinqu's solution](#)

1893.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2025-04-17 · last AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[devinqu's solution](#)

1894.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[devinqu's solution](#)

1895.

1920C

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

Quality: 19,916 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[devinqu's solution](#)

1896.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,196 global accepts · Rating: 1600 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[devinqu's solution](#)

1897.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[devinqu's solution](#)

1898.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[devinqu's solution](#)

1899.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
[devinqu's solution](#)

1900.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures
[devinqu's solution](#)

1901.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

1902.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[devinqu's solution](#)

1903.

1886C

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

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

1904.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[devinqu's solution](#)

1905.

1861C

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

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[devinqu's solution](#)

1906.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[devinqu's solution](#)

1907.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,327 global accepts · Rating: 1600 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp
[devinqu's solution](#)

1908.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[devinqu's solution](#)

1909.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[devinqu's solution](#)

1910.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[devinqu's solution](#)

1911.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, implementation

[devinqu's solution](#)

1912.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,820 global accepts · Rating: 1600 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[devinqu's solution](#)

1913.

992B

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

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[devinqu's solution](#)

1914.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[devinqu's solution](#)

1915.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[devinqu's solution](#)

1916.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[devinqu's solution](#)

1917.

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

1918.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

1919.

1133F1

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

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[devinqu's solution](#)

1920.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[devinqu's solution](#)

1921.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[devinqu's solution](#)

1922.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[devinqu's solution](#)

1923.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[devinqu's solution](#)

1924.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[devinqu's solution](#)

1925.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[devinqu's solution](#)

1926.

1519D

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

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[devinqu's solution](#)

1927.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[devinqu's solution](#)

1928.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[devinqu's solution](#)

1929.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[devinqu's solution](#)

1930.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[devinqu's solution](#)

1931.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[devinqu's solution](#)

1932.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[devinqu's solution](#)

1933.

1623C

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

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[devinqu's solution](#)

1934.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[devinqu's solution](#)

1935.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[devinqu's solution](#)

1936.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[devinqu's solution](#)

1937.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[devinqu's solution](#)

1938.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[devinqu's solution](#)

1939.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[devinqu's solution](#)

1940.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[devinqu's solution](#)

1941.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[devinqu's solution](#)

1942.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

1943.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[devinqu's solution](#)

1944.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-26 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[devinqu's solution](#)

1945.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · last AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[devinqu's solution](#)

1946.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[devinqu's solution](#)

1947.

1514C

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

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[devinqu's solution](#)

1948.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[devinqu's solution](#)

1949.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[devinqu's solution](#)

1950.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy,

implementation, sortings, two pointers

[devinqu's solution](#)

1951.

1526C2

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

Quality: 29,725 global accepts · Rating: 1600 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[devinqu's solution](#)

1952.

1529C

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

Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[devinqu's solution](#)

1953.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[devinqu's solution](#)

1954.

1227D1

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

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[devinqu's solution](#)

1955.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1600 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[devinqu's solution](#)

1956.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[devinqu's solution](#)

1957.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[devinqu's solution](#)

1958.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[devinqu's solution](#)

1959.

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[devinqu's solution](#)

1960.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[devinqu's solution](#)

1961.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[devinqu's solution](#)

1962.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[devinqu's solution](#)

1963.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[devinqu's solution](#)

1964.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[devinqu's solution](#)

1965.

1255C

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

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

1966.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[devinqu's solution](#)

1967.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[devinqu's solution](#)

1968.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[devinqu's solution](#)

1969.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

1970.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[devinqu's solution](#)

1971.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[devinqu's solution](#)

1972.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

1973.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2021-03-19 · last AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[devinqu's solution](#)

1974.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[devinqu's solution](#)

1975.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees
[devinqu's solution](#)

1976.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[devinqu's solution](#)

1977.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: strings
[devinqu's solution](#)

1978.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1600 · first AC: 2021-03-19 · last AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[devinqu's solution](#)

1979.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[devinqu's solution](#)

1980.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2021-03-19 · last AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[devinqu's solution](#)

1981.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[devinqu's solution](#)

1982.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[devinqu's solution](#)

1983.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,565 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[devinqu's solution](#)

1984.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[devinqu's solution](#)

1985.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[devinqu's solution](#)

1986.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[devinqu's solution](#)

1987.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[devinqu's solution](#)

1988.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[devinqu's solution](#)

1989.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[devinqu's solution](#)

1990.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-18 · last AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

1991.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[devinqu's solution](#)

1992.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2021-03-18 · last AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

dp, two pointers

[devinqu's solution](#)

1993.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

1994.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[devinqu's solution](#)

1995.

1281B

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

Quality: 8,686 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

1996.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[devinqu's solution](#)

1997.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2021-03-17 · last AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[devinqu's solution](#)

1998.

1203D1

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

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

1999.

678C

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

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[devinqu's solution](#)

2000.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[devinqu's solution](#)

2001.

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[devinqu's solution](#)

2002.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-03-16 · last AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[devinqu's solution](#)

2003.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[devinqu's solution](#)

2004.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[devinqu's solution](#)

2005.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[devinqu's solution](#)

2006.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: trees

[devinqu's solution](#)

2007.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[devinqu's solution](#)

2008.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[devinqu's solution](#)

2009.

1196D2

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

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[devinqu's solution](#)

2010.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[devinqu's solution](#)

2011.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,288 global accepts · Rating: 1600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[devinqu's solution](#)

2012.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[devinqu's solution](#)

2013.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,237 global accepts · Rating: 1600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[devinqu's solution](#)

2014.

1151B

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

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[devinqu's solution](#)

2015.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[devinqu's solution](#)

2016.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[devinqu's solution](#)

2017.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[devinqu's solution](#)

2018.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[devinqu's solution](#)

2019.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[devinqu's solution](#)

2020.

500B

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

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[devinqu's solution](#)

2021.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[devinqu's solution](#)

2022.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[devinqu's solution](#)

2023.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[devinqu's solution](#)

2024.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[devinqu's solution](#)

2025.

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[devinqu's solution](#)

2026.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers
[devinqu's solution](#)

2027.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[devinqu's solution](#)

2028.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation
[devinqu's solution](#)

2029.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[devinqu's solution](#)

2030.

1213D2

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

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[devinqu's solution](#)

2031.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[devinqu's solution](#)

2032.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[devinqu's solution](#)

2033.

1251C

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

Quality: 14,335 global accepts · Rating: 1600 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[devinqu's solution](#)

2034.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[devinqu's solution](#)

2035.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[devinqu's solution](#)

2036.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,872 global accepts · Rating: 1600 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[devinqu's solution](#)

2037.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[devinqu's solution](#)

2038.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[devinqu's solution](#)

2039.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2021-03-11 · last AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[devinqu's solution](#)

2040.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[devinqu's solution](#)

2041.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[devinqu's solution](#)

2042.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[devinqu's solution](#)

2043.

1295C

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

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[devinqu's solution](#)

2044.

1305C

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

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[devinqu's solution](#)

2045.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[devinqu's solution](#)

2046.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,160 global accepts · Rating: 1600 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[devinqu's solution](#)

2047.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[devinqu's solution](#)

2048.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[devinqu's solution](#)

2049.

1373D

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

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2021-03-09 · last AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[devinqu's solution](#)

2050.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[devinqu's solution](#)

2051.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

2052.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[devinqu's solution](#)

2053.

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[devinqu's solution](#)

2054.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[devinqu's solution](#)

2055.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

2056.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[devinqu's solution](#)

2057.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,982 global accepts · Rating: 1600 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[devinqu's solution](#)

2058.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[devinqu's solution](#)

2059.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[devinqu's solution](#)

2060.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[devinqu's solution](#)

2061.

445C

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

Rating: 1600 · first AC: 2021-02-17 · last AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[devinqu's solution](#)

2062.

447C

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

Rating: 1600 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

2063.

284C

[Cows and Sequence](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp

[devinqu's solution](#)

2064.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[devinqu's solution](#)

2065.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers
[devinqu's solution](#)

2066.

96C

[Hockey](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

2067.

315C

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

Rating: 1600 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[devinqu's solution](#)

2068.

365C

[Matrix](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, matrices
[devinqu's solution](#)

2069.

373C

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[devinqu's solution](#)

2070.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[devinqu's solution](#)

2071.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-03 · last AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math
[devinqu's solution](#)

2072.

139C

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

Rating: 1600 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

2073.

454C

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[devinqu's solution](#)

2074.

381C

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

Rating: 1600 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[devinqu's solution](#)

2075.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, matrices, number theory

[devinqu's solution](#)

2076.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1600 · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

2077.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,196 global accepts · Rating: 1600 · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[devinqu's solution](#)

2078.

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-27 · last AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

2079.

270C

[Magical Boxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[devinqu's solution](#)

2080.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[devinqu's solution](#)

2081.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[devinqu's solution](#)

2082.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2021-02-12 · last AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[devinqu's solution](#)

2083.

569C

[Primes or Palindromes?](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[devinqu's solution](#)

2084.

476C

[Dreamoon and Sums](#) · [Tutorial](#)

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[devinqu's solution](#)

2085.

155C

[Homework](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[devinqu's solution](#)

2086.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2021-02-23 · last AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

2087.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

2088.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[devinqu's solution](#)

2089.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,497 global accepts · Rating: 1600 · first AC: 2021-02-01 · last AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[devinqu's solution](#)

2090.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 1600 · first AC: 2021-02-21 · last AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[devinqu's solution](#)

2091.

369C

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

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2021-02-21 · last AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[devinqu's solution](#)

2092.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[devinqu's solution](#)

2093.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[devinqu's solution](#)

2094.

318C

[Perfect Pair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

2095.

518C

[Anya and Smartphone](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1600 · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, data structures, implementation

[devinqu's solution](#)

2096.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[devinqu's solution](#)

2097.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[devinqu's solution](#)

2098.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 1600 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[devinqu's solution](#)

2099.

822C

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

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[devinqu's solution](#)

2100.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2021-02-16 · last AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[devinqu's solution](#)

2101.

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[devinqu's solution](#)

2102.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[devinqu's solution](#)

2103.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[devinqu's solution](#)

2104.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[devinqu's solution](#)

2105.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[devinqu's solution](#)

2106.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[devinqu's solution](#)

2107.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,595 global accepts · Rating: 1600 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[devinqu's solution](#)

2108.

1353D

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

Quality: 20,278 global accepts · Rating: 1600 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[devinqu's solution](#)

2109.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

2110.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[devinqu's solution](#)

2111.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[devinqu's solution](#)

2112.

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[devinqu's solution](#)

2113.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[devinqu's solution](#)

2114.

344C

[Rational Resistance](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[devinqu's solution](#)

2115.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[devinqu's solution](#)

2116.

560C

[Gerald's Hexagon](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[devinqu's solution](#)

2117.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[devinqu's solution](#)

2118.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1600 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[devinqu's solution](#)

2119.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[devinqu's solution](#)

2120.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[devinqu's solution](#)

2121.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[devinqu's solution](#)

2122.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

2123.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[devinqu's solution](#)

2124.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[devinqu's solution](#)

2125.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,704 global accepts · Rating: 1600 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation
[devinqu's solution](#)

2126.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2021-01-02 · last AC: 2021-01-03 · GNU C++11 (first AC) · Tags: binary search, data structures

[devinqu's solution](#)

2127.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: binary search, ternary search

[devinqu's solution](#)

2128.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,486 global accepts · Rating: 1700 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[devinqu's solution](#)

2129.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[devinqu's solution](#)

2130.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[devinqu's solution](#)

2131.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[devinqu's solution](#)

2132.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2025-05-28 · last AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[devinqu's solution](#)

2133.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[devinqu's solution](#)

2134.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1700 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[devinqu's solution](#)

2135.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[devinqu's solution](#)

2136.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[devinqu's solution](#)

2137.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[devinqu's solution](#)

2138.

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

[devinqu's solution](#)

2139.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[devinqu's solution](#)

2140.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[devinqu's solution](#)

2141.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[devinqu's solution](#)

2142.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[devinqu's solution](#)

2143.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

2144.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[devinqu's solution](#)

2145.

1118D1

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

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[devinqu's solution](#)

2146.

1102E

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

Quality: 6,920 global accepts · Rating: 1700 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings
[devinqu's solution](#)

2147.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[devinqu's solution](#)

2148.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[devinqu's solution](#)

2149.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[devinqu's solution](#)

2150.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[devinqu's solution](#)

2151.

1118D2

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

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[devinqu's solution](#)

2152.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings
[devinqu's solution](#)

2153.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

2154.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,876 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[devinqu's solution](#)

2155.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 1700 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[devinqu's solution](#)

2156.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive
[devinqu's solution](#)

2157.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[devinqu's solution](#)

2158.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[devinqu's solution](#)

2159.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 1700 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[devinqu's solution](#)

2160.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[devinqu's solution](#)

2161.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[devinqu's solution](#)

2162.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[devinqu's solution](#)

2163.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[devinqu's solution](#)

2164.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[devinqu's solution](#)

2165.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: strings

[devinqu's solution](#)

2166.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[devinqu's solution](#)

2167.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[devinqu's solution](#)

2168.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[devinqu's solution](#)

2169.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,857 global accepts · Rating: 1700 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[devinqu's solution](#)

2170.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,789 global accepts · Rating: 1700 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

2171.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[devinqu's solution](#)

2172.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[devinqu's solution](#)

2173.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[devinqu's solution](#)

2174.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2021-03-23 · last AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[devinqu's solution](#)

2175.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[devinqu's solution](#)

2176.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[devinqu's solution](#)

2177.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[devinqu's solution](#)

2178.

1592C

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

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-03 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[devinqu's solution](#)

2179.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[devinqu's solution](#)

2180.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[devinqu's solution](#)

2181.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[devinqu's solution](#)

2182.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[devinqu's solution](#)

2183.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[devinqu's solution](#)

2184.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[devinqu's solution](#)

2185.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[devinqu's solution](#)

2186.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[devinqu's solution](#)

2187.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[devinqu's solution](#)

2188.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[devinqu's solution](#)

2189.

1529D

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

Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[devinqu's solution](#)

2190.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[devinqu's solution](#)

2191.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[devinqu's solution](#)

2192.

1066E

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

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2021-04-11 · last AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[devinqu's solution](#)

2193.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2021-03-21 · last AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

2194.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[devinqu's solution](#)

2195.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

2196.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2021-04-10 · last AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[devinqu's solution](#)

2197.

1085D

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

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[devinqu's solution](#)

2198.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[devinqu's solution](#)

2199.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[devinqu's solution](#)

2200.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

2201.

1210A

[Anadi and Domino](#) · [Tutorial](#)

Quality: 5,536 global accepts · Rating: 1700 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[devinqu's solution](#)

2202.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[devinqu's solution](#)

2203.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[devinqu's solution](#)

2204.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[devinqu's solution](#)

2205.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[devinqu's solution](#)

2206.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[devinqu's solution](#)

2207.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

2208.

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[devinqu's solution](#)

2209.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[devinqu's solution](#)

2210.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[devinqu's solution](#)

2211.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[devinqu's solution](#)

2212.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[devinqu's solution](#)

2213.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[devinqu's solution](#)

2214.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[devinqu's solution](#)

2215.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

2216.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[devinqu's solution](#)

2217.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

2218.

269B

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

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

2219.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[devinqu's solution](#)

2220.

1237C1

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

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[devinqu's solution](#)

2221.

1210B

[Marcin and Training Camp](#) · [Tutorial](#)

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[devinqu's solution](#)

2222.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[devinqu's solution](#)

2223.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[devinqu's solution](#)

2224.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math
[devinqu's solution](#)

2225.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,487 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[devinqu's solution](#)

2226.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory
[devinqu's solution](#)

2227.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[devinqu's solution](#)

2228.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[devinqu's solution](#)

2229.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[devinqu's solution](#)

2230.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[devinqu's solution](#)

2231.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[devinqu's solution](#)

2232.

1203D2

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

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[devinqu's solution](#)

2233.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[devinqu's solution](#)

2234.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[devinqu's solution](#)

2235.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[devinqu's solution](#)

2236.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

2237.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[devinqu's solution](#)

2238.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[devinqu's solution](#)

2239.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[devinqu's solution](#)

2240.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[devinqu's solution](#)

2241.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[devinqu's solution](#)

2242.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[devinqu's solution](#)

2243.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[devinqu's solution](#)

2244.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1700 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
[devinqu's solution](#)

2245.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[devinqu's solution](#)

2246.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[devinqu's solution](#)

2247.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[devinqu's solution](#)

2248.

1157C2

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

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[devinqu's solution](#)

2249.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[devinqu's solution](#)

2250.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[devinqu's solution](#)

2251.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1700 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[devinqu's solution](#)

2252.

1217C

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

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[devinqu's solution](#)

2253.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[devinqu's solution](#)

2254.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[devinqu's solution](#)

2255.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[devinqu's solution](#)

2256.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[devinqu's solution](#)

2257.

1153C

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

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[devinqu's solution](#)

2258.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[devinqu's solution](#)

2259.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[devinqu's solution](#)

2260.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[devinqu's solution](#)

2261.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[devinqu's solution](#)

2262.

1144F

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

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[devinqu's solution](#)

2263.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 10,999 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[devinqu's solution](#)

2264.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[devinqu's solution](#)

2265.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[devinqu's solution](#)

2266.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[devinqu's solution](#)

2267.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[devinqu's solution](#)

2268.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[devinqu's solution](#)

2269.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[devinqu's solution](#)

2270.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[devinqu's solution](#)

2271.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[devinqu's solution](#)

2272.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,305 global accepts · Rating: 1700 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[devinqu's solution](#)

2273.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[devinqu's solution](#)

2274.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[devinqu's solution](#)

2275.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[devinqu's solution](#)

2276.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[devinqu's solution](#)

2277.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[devinqu's solution](#)

2278.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[devinqu's solution](#)

2279.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[devinqu's solution](#)

2280.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math
[devinqu's solution](#)

2281.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[devinqu's solution](#)

2282.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2021-03-25 · last AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[devinqu's solution](#)

2283.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[devinqu's solution](#)

2284.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[devinqu's solution](#)

2285.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[devinqu's solution](#)

2286.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[devinqu's solution](#)

2287.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[devinqu's solution](#)

2288.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
[devinqu's solution](#)

2289.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math
[devinqu's solution](#)

2290.

1324E

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

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[devinqu's solution](#)

2291.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings
[devinqu's solution](#)

2292.

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[devinqu's solution](#)

2293.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1700 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math
[devinqu's solution](#)

2294.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[devinqu's solution](#)

2295.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[devinqu's solution](#)

2296.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings
[devinqu's solution](#)

2297.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[devinqu's solution](#)

2298.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[devinqu's solution](#)

2299.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,098 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[devinqu's solution](#)

2300.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[devinqu's solution](#)

2301.

977F

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

Quality: 25,127 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

2302.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[devinqu's solution](#)

2303.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[devinqu's solution](#)

2304.

1333C

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

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[devinqu's solution](#)

2305.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[devinqu's solution](#)

2306.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[devinqu's solution](#)

2307.

1381A2

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

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[devinqu's solution](#)

2308.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,817 global accepts · Rating: 1700 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[devinqu's solution](#)

2309.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[devinqu's solution](#)

2310.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[devinqu's solution](#)

2311.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[devinqu's solution](#)

2312.

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[devinqu's solution](#)

2313.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[devinqu's solution](#)

2314.

450C

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

Rating: 1700 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

2315.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[devinqu's solution](#)

2316.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, sortings

[devinqu's solution](#)

2317.

157C

[Message](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings

[devinqu's solution](#)

2318.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2021-03-04 · last AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[devinqu's solution](#)

2319.

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[devinqu's solution](#)

2320.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

2321.

298C

[Parity Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-03-03 · last AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[devinqu's solution](#)

2322.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,896 global accepts · Rating: 1700 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[devinqu's solution](#)

2323.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[devinqu's solution](#)

2324.

199C

[About Bacteria](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[devinqu's solution](#)

2325.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[devinqu's solution](#)

2326.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2020-12-24 · last AC: 2021-02-27 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[devinqu's solution](#)

2327.

465C

[No to Palindromes!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[devinqu's solution](#)

2328.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,472 global accepts · Rating: 1700 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

2329.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[devinqu's solution](#)

2330.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[devinqu's solution](#)

2331.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[devinqu's solution](#)

2332.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[devinqu's solution](#)

2333.

202C

[Clear Symmetry](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[devinqu's solution](#)

2334.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

2335.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

2336.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

2337.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[devinqu's solution](#)

2338.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[devinqu's solution](#)

2339.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[devinqu's solution](#)

2340.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities
[devinqu's solution](#)

2341.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-21 · last AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

2342.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

2343.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[devinqu's solution](#)

2344.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-17 · last AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[devinqu's solution](#)

2345.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[devinqu's solution](#)

2346.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[devinqu's solution](#)

2347.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2021-02-16 · last AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, trees
[devinqu's solution](#)

2348.

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[devinqu's solution](#)

2349.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[devinqu's solution](#)

2350.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[devinqu's solution](#)

2351.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[devinqu's solution](#)

2352.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,537 global accepts · Rating: 1700 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[devinqu's solution](#)

2353.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,027 global accepts · Rating: 1700 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[devinqu's solution](#)

2354.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-09 · last AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

2355.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1800 · first AC: 2025-04-20 · last AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[devinqu's solution](#)

2356.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2025-04-20 · last AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[devinqu's solution](#)

2357.

1974E

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

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[devinqu's solution](#)

2358.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[devinqu's solution](#)

2359.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2025-01-23 · last AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[devinqu's solution](#)

2360.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[devinqu's solution](#)

2361.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[devinqu's solution](#)

2362.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[devinqu's solution](#)

2363.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[devinqu's solution](#)

2364.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1800 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[devinqu's solution](#)

2365.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[devinqu's solution](#)

2366.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math

[devinqu's solution](#)

2367.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[devinqu's solution](#)

2368.

1848C

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

Quality: 7,168 global accepts · Rating: 1800 · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[devinqu's solution](#)

2369.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[devinqu's solution](#)

2370.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[devinqu's solution](#)

2371.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory
[devinqu's solution](#)

2372.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[devinqu's solution](#)

2373.

1861D

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

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[devinqu's solution](#)

2374.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp
[devinqu's solution](#)

2375.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[devinqu's solution](#)

2376.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings
[devinqu's solution](#)

2377.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle
[devinqu's solution](#)

2378.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[devinqu's solution](#)

2379.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[devinqu's solution](#)

2380.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[devinqu's solution](#)

2381.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 1800 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[devinqu's solution](#)

2382.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[devinqu's solution](#)

2383.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[devinqu's solution](#)

2384.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[devinqu's solution](#)

2385.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[devinqu's solution](#)

2386.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[devinqu's solution](#)

2387.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees
[devinqu's solution](#)

2388.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
[devinqu's solution](#)

2389.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[devinqu's solution](#)

2390.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy
[devinqu's solution](#)

2391.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[devinqu's solution](#)

2392.

1630B

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

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[devinqu's solution](#)

2393.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math
[devinqu's solution](#)

2394.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

2395.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,460 global accepts · Rating: 1800 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[devinqu's solution](#)

2396.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: math
[devinqu's solution](#)

2397.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math
[devinqu's solution](#)

2398.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[devinqu's solution](#)

2399.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[devinqu's solution](#)

2400.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
[devinqu's solution](#)

2401.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings, strings
[devinqu's solution](#)

2402.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp
[devinqu's solution](#)

2403.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers
[devinqu's solution](#)

2404.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[devinqu's solution](#)

2405.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[devinqu's solution](#)

2406.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[devinqu's solution](#)

2407.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[devinqu's solution](#)

2408.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[devinqu's solution](#)

2409.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers
[devinqu's solution](#)

2410.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

strings

[devinqu's solution](#)

2411.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[devinqu's solution](#)

2412.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[devinqu's solution](#)

2413.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[devinqu's solution](#)

2414.

1136D

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

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

2415.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[devinqu's solution](#)

2416.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[devinqu's solution](#)

2417.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[devinqu's solution](#)

2418.

245H

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

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2021-05-22 · last AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[devinqu's solution](#)

2419.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[devinqu's solution](#)

2420.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

2421.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers
[devinqu's solution](#)

2422.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory
[devinqu's solution](#)

2423.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[devinqu's solution](#)

2424.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math
[devinqu's solution](#)

2425.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[devinqu's solution](#)

2426.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers
[devinqu's solution](#)

2427.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[devinqu's solution](#)

2428.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

2429.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings
[devinqu's solution](#)

2430.

1227D2

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

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[devinqu's solution](#)

2431.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2021-05-19 · last AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[devinqu's solution](#)

2432.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[devinqu's solution](#)

2433.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[devinqu's solution](#)

2434.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[devinqu's solution](#)

2435.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[devinqu's solution](#)

2436.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[devinqu's solution](#)

2437.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[devinqu's solution](#)

2438.

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[devinqu's solution](#)

2439.

1108E1

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

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[devinqu's solution](#)

2440.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

2441.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[devinqu's solution](#)

2442.

922D

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

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

2443.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees
[devinqu's solution](#)

2444.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
[devinqu's solution](#)

2445.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings
[devinqu's solution](#)

2446.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[devinqu's solution](#)

2447.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

2448.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

2449.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[devinqu's solution](#)

2450.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[devinqu's solution](#)

2451.

1083A

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

Quality: 6,270 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[devinqu's solution](#)

2452.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[devinqu's solution](#)

2453.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[devinqu's solution](#)

2454.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[devinqu's solution](#)

2455.

1290B

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

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[devinqu's solution](#)

2456.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[devinqu's solution](#)

2457.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[devinqu's solution](#)

2458.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2021-05-15 · last AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

2459.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[devinqu's solution](#)

2460.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[devinqu's solution](#)

2461.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[devinqu's solution](#)

2462.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[devinqu's solution](#)

2463.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[devinqu's solution](#)

2464.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[devinqu's solution](#)

2465.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[devinqu's solution](#)

2466.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

2467.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[devinqu's solution](#)

2468.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[devinqu's solution](#)

2469.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[devinqu's solution](#)

2470.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

2471.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[devinqu's solution](#)

2472.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[devinqu's solution](#)

2473.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[devinqu's solution](#)

2474.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2021-05-11 · last AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[devinqu's solution](#)

2475.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[devinqu's solution](#)

2476.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

2477.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

2478.

1151C

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

Quality: 5,604 global accepts · Rating: 1800 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

2479.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[devinqu's solution](#)

2480.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[devinqu's solution](#)

2481.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[devinqu's solution](#)

2482.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities
[devinqu's solution](#)

2483.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[devinqu's solution](#)

2484.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, strings
[devinqu's solution](#)

2485.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[devinqu's solution](#)

2486.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,907 global accepts · Rating: 1800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities
[devinqu's solution](#)

2487.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,537 global accepts · Rating: 1800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[devinqu's solution](#)

2488.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[devinqu's solution](#)

2489.

1207D

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

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[devinqu's solution](#)

2490.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees
[devinqu's solution](#)

2491.

471D

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

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings
[devinqu's solution](#)

2492.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,327 global accepts · Rating: 1800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[devinqu's solution](#)

2493.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,040 global accepts · Rating: 1800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[devinqu's solution](#)

2494.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[devinqu's solution](#)

2495.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[devinqu's solution](#)

2496.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[devinqu's solution](#)

2497.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[devinqu's solution](#)

2498.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[devinqu's solution](#)

2499.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation

[devinqu's solution](#)

2500.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[devinqu's solution](#)

2501.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

2502.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[devinqu's solution](#)

2503.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[devinqu's solution](#)

2504.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory
[devinqu's solution](#)

2505.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[devinqu's solution](#)

2506.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

2507.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings
[devinqu's solution](#)

2508.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[devinqu's solution](#)

2509.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: games
[devinqu's solution](#)

2510.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[devinqu's solution](#)

2511.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers
[devinqu's solution](#)

2512.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
[devinqu's solution](#)

2513.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings
[devinqu's solution](#)

2514.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[devinqu's solution](#)

2515.

1426E

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

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math
[devinqu's solution](#)

2516.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
[devinqu's solution](#)

2517.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics
[devinqu's solution](#)

2518.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[devinqu's solution](#)

2519.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[devinqu's solution](#)

2520.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[devinqu's solution](#)

2521.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees
[devinqu's solution](#)

2522.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[devinqu's solution](#)

2523.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

2524.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[devinqu's solution](#)

2525.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search
[devinqu's solution](#)

2526.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
[devinqu's solution](#)

2527.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

2528.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[devinqu's solution](#)

2529.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers
[devinqu's solution](#)

2530.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[devinqu's solution](#)

2531.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[devinqu's solution](#)

2532.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[devinqu's solution](#)

2533.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[devinqu's solution](#)

2534.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

2535.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[devinqu's solution](#)

2536.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[devinqu's solution](#)

2537.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[devinqu's solution](#)

2538.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[devinqu's solution](#)

2539.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[devinqu's solution](#)

2540.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[devinqu's solution](#)

2541.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[devinqu's solution](#)

2542.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[devinqu's solution](#)

2543.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[devinqu's solution](#)

2544.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[devinqu's solution](#)

2545.

1330C

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

Rating: 1800 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[devinqu's solution](#)

2546.

90C

[Robbery](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[devinqu's solution](#)

2547.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[devinqu's solution](#)

2548.

672C

[Recycling Bottles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[devinqu's solution](#)

2549.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

2550.

478C

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

Quality: 20,590 global accepts · Rating: 1800 · first AC: 2021-02-11 · last AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

2551.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 1800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

2552.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[devinqu's solution](#)

2553.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[devinqu's solution](#)

2554.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[devinqu's solution](#)

2555.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[devinqu's solution](#)

2556.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[devinqu's solution](#)

2557.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2021-02-26 · last AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[devinqu's solution](#)

2558.

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation

[devinqu's solution](#)

2559.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[devinqu's solution](#)

2560.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2021-02-18 · last AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[devinqu's solution](#)

2561.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[devinqu's solution](#)

2562.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2021-02-12 · last AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[devinqu's solution](#)

2563.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[devinqu's solution](#)

2564.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2021-02-12 · last AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[devinqu's solution](#)

2565.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math,

two pointers

[devinqu's solution](#)

2566.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2021-02-11 · last AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[devinqu's solution](#)

2567.

448D

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

Quality: 16,665 global accepts · Rating: 1800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[devinqu's solution](#)

2568.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[devinqu's solution](#)

2569.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[devinqu's solution](#)

2570.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[devinqu's solution](#)

2571.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2021-01-02 · last AC: 2021-01-03 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[devinqu's solution](#)

2572.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2025-02-02 · last AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[devinqu's solution](#)

2573.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[devinqu's solution](#)

2574.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[devinqu's solution](#)

2575.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[devinqu's solution](#)

2576.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[devinqu's solution](#)

2577.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[devinqu's solution](#)

2578.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[devinqu's solution](#)

2579.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[devinqu's solution](#)

2580.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[devinqu's solution](#)

2581.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[devinqu's solution](#)

2582.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,663 global accepts · Rating: 1900 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[devinqu's solution](#)

2583.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[devinqu's solution](#)

2584.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

2585.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs
[devinqu's solution](#)

2586.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[devinqu's solution](#)

2587.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[devinqu's solution](#)

2588.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths
[devinqu's solution](#)

2589.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[devinqu's solution](#)

2590.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation
[devinqu's solution](#)

2591.

1105D

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

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[devinqu's solution](#)

2592.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory, strings
[devinqu's solution](#)

2593.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[devinqu's solution](#)

2594.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[devinqu's solution](#)

2595.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[devinqu's solution](#)

2596.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[devinqu's solution](#)

2597.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[devinqu's solution](#)

2598.

476D

[Dreamoon and Sets](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

2599.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[devinqu's solution](#)

2600.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1900 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[devinqu's solution](#)

2601.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[devinqu's solution](#)

2602.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[devinqu's solution](#)

2603.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[devinqu's solution](#)

2604.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[devinqu's solution](#)

2605.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

2606.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

2607.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1900 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dp
[devinqu's solution](#)

2608.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities
[devinqu's solution](#)

2609.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[devinqu's solution](#)

2610.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

2611.

865B

[Ordering Pizza](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: 1900 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, ternary search
[devinqu's solution](#)

2612.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[devinqu's solution](#)

2613.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dp
[devinqu's solution](#)

2614.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers
[devinqu's solution](#)

2615.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[devinqu's solution](#)

2616.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers
[devinqu's solution](#)

2617.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

2618.

1591D

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

Rating: 1900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings
[devinqu's solution](#)

2619.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
[devinqu's solution](#)

2620.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, two pointers
[devinqu's solution](#)

2621.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[devinqu's solution](#)

2622.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees
[devinqu's solution](#)

2623.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[devinqu's solution](#)

2624.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[devinqu's solution](#)

2625.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[devinqu's solution](#)

2626.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[devinqu's solution](#)

2627.

1044B

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

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, trees

[devinqu's solution](#)

2628.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[devinqu's solution](#)

2629.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[devinqu's solution](#)

2630.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[devinqu's solution](#)

2631.

1546D

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

Rating: 1900 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[devinqu's solution](#)

2632.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[devinqu's solution](#)

2633.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[devinqu's solution](#)

2634.

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[devinqu's solution](#)

2635.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math,

shortest paths

[devinqu's solution](#)

2636.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2021-06-21 · last AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[devinqu's solution](#)

2637.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

2638.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[devinqu's solution](#)

2639.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[devinqu's solution](#)

2640.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,668 global accepts · Rating: 1900 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[devinqu's solution](#)

2641.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[devinqu's solution](#)

2642.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[devinqu's solution](#)

2643.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 1900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[devinqu's solution](#)

2644.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[devinqu's solution](#)

2645.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

2646.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,850 global accepts · Rating: 1900 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings
[devinqu's solution](#)

2647.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[devinqu's solution](#)

2648.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,071 global accepts · Rating: 1900 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[devinqu's solution](#)

2649.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms
[devinqu's solution](#)

2650.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[devinqu's solution](#)

2651.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1900 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math
[devinqu's solution](#)

2652.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
[devinqu's solution](#)

2653.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[devinqu's solution](#)

2654.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[devinqu's solution](#)

2655.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary

search

[devinqu's solution](#)

2656.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[devinqu's solution](#)

2657.

1202D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[devinqu's solution](#)

2658.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[devinqu's solution](#)

2659.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,343 global accepts · Rating: 1900 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[devinqu's solution](#)

2660.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[devinqu's solution](#)

2661.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[devinqu's solution](#)

2662.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[devinqu's solution](#)

2663.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[devinqu's solution](#)

2664.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[devinqu's solution](#)

2665.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[devinqu's solution](#)

2666.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings
[devinqu's solution](#)

2667.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[devinqu's solution](#)

2668.

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[devinqu's solution](#)

2669.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[devinqu's solution](#)

2670.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing
[devinqu's solution](#)

2671.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[devinqu's solution](#)

2672.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

2673.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,846 global accepts · Rating: 1900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees
[devinqu's solution](#)

2674.

1367E

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

Quality: 5,841 global accepts · Rating: 1900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory
[devinqu's solution](#)

2675.

1245D

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

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees
[devinqu's solution](#)

2676.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[devinqu's solution](#)

2677.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[devinqu's solution](#)

2678.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[devinqu's solution](#)

2679.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[devinqu's solution](#)

2680.

505C

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

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers

[devinqu's solution](#)

2681.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[devinqu's solution](#)

2682.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[devinqu's solution](#)

2683.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[devinqu's solution](#)

2684.

1228D

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

Quality: 5,419 global accepts · Rating: 1900 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[devinqu's solution](#)

2685.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2021-06-02 · last AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[devinqu's solution](#)

2686.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

2687.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings
[devinqu's solution](#)

2688.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
[devinqu's solution](#)

2689.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[devinqu's solution](#)

2690.

463D

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

Quality: 7,296 global accepts · Rating: 1900 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[devinqu's solution](#)

2691.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[devinqu's solution](#)

2692.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1900 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[devinqu's solution](#)

2693.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[devinqu's solution](#)

2694.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[devinqu's solution](#)

2695.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[devinqu's solution](#)

2696.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 1900 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[devinqu's solution](#)

2697.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[devinqu's solution](#)

2698.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[devinqu's solution](#)

2699.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[devinqu's solution](#)

2700.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[devinqu's solution](#)

2701.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[devinqu's solution](#)

2702.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2021-05-29 · last AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[devinqu's solution](#)

2703.

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[devinqu's solution](#)

2704.

1285D

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

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[devinqu's solution](#)

2705.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[devinqu's solution](#)

2706.

25D

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

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees
[devinqu's solution](#)

2707.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
[devinqu's solution](#)

2708.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

2709.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[devinqu's solution](#)

2710.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu
[devinqu's solution](#)

2711.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[devinqu's solution](#)

2712.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy
[devinqu's solution](#)

2713.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[devinqu's solution](#)

2714.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[devinqu's solution](#)

2715.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[devinqu's solution](#)

2716.

1358D

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

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy,

implementation, two pointers

[devinqu's solution](#)

2717.

463C

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

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

[devinqu's solution](#)

2718.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[devinqu's solution](#)

2719.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[devinqu's solution](#)

2720.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[devinqu's solution](#)

2721.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-05-25 · last AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[devinqu's solution](#)

2722.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,858 global accepts · Rating: 1900 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[devinqu's solution](#)

2723.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[devinqu's solution](#)

2724.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,874 global accepts · Rating: 1900 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[devinqu's solution](#)

2725.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[devinqu's solution](#)

2726.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp

[devinqu's solution](#)

2727.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy
[devinqu's solution](#)

2728.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[devinqu's solution](#)

2729.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[devinqu's solution](#)

2730.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[devinqu's solution](#)

2731.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: games
[devinqu's solution](#)

2732.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings, strings
[devinqu's solution](#)

2733.

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2021-03-08 · last AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[devinqu's solution](#)

2734.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory
[devinqu's solution](#)

2735.

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2021-03-01 · last AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory
[devinqu's solution](#)

2736.

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[devinqu's solution](#)

2737.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[devinqu's solution](#)

2738.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,374 global accepts · Rating: 1900 · first AC: 2021-02-22 · last AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[devinqu's solution](#)

2739.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2021-01-01 · last AC: 2021-01-01 · GNU C++11 (first AC) · Tags: binary search

[devinqu's solution](#)

2740.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[devinqu's solution](#)

2741.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-30 · last AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[devinqu's solution](#)

2742.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[devinqu's solution](#)

2743.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-26 · last AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[devinqu's solution](#)

2744.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[devinqu's solution](#)

2745.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[devinqu's solution](#)

2746.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[devinqu's solution](#)

2747.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[devinqu's solution](#)

2748.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

2749.

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[devinqu's solution](#)

2750.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[devinqu's solution](#)

2751.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,434 global accepts · Rating: 2000 · first AC: 2021-07-09 · last AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[devinqu's solution](#)

2752.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[devinqu's solution](#)

2753.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[devinqu's solution](#)

2754.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 2000 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[devinqu's solution](#)

2755.

1219G

[Harvester](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[devinqu's solution](#)

2756.

234H

[Merging Two Decks](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[devinqu's solution](#)

2757.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[devinqu's solution](#)

2758.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[devinqu's solution](#)

2759.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[devinqu's solution](#)

2760.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[devinqu's solution](#)

2761.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[devinqu's solution](#)

2762.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[devinqu's solution](#)

2763.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[devinqu's solution](#)

2764.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[devinqu's solution](#)

2765.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[devinqu's solution](#)

2766.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[devinqu's solution](#)

2767.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[devinqu's solution](#)

2768.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[devinqu's solution](#)

2769.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[devinqu's solution](#)

2770.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[devinqu's solution](#)

2771.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings

[devinqu's solution](#)

2772.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[devinqu's solution](#)

2773.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[devinqu's solution](#)

2774.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[devinqu's solution](#)

2775.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[devinqu's solution](#)

2776.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[devinqu's solution](#)

2777.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[devinqu's solution](#)

2778.

1619G

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

Quality: 2,735 global accepts · Rating: 2000 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings
[devinqu's solution](#)

2779.

1619F

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

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[devinqu's solution](#)

2780.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,837 global accepts · Rating: 2000 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: games
[devinqu's solution](#)

2781.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[devinqu's solution](#)

2782.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[devinqu's solution](#)

2783.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[devinqu's solution](#)

2784.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2000 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
[devinqu's solution](#)

2785.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · last AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
[devinqu's solution](#)

2786.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[devinqu's solution](#)

2787.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[devinqu's solution](#)

2788.

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

[devinqu's solution](#)

2789.

1582E

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

Quality: 4,216 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[devinqu's solution](#)

2790.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[devinqu's solution](#)

2791.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[devinqu's solution](#)

2792.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[devinqu's solution](#)

2793.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[devinqu's solution](#)

2794.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[devinqu's solution](#)

2795.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[devinqu's solution](#)

2796.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[devinqu's solution](#)

2797.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[devinqu's solution](#)

2798.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[devinqu's solution](#)

2799.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, trees

[devinqu's solution](#)

2800.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[devinqu's solution](#)

2801.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[devinqu's solution](#)

2802.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[devinqu's solution](#)

2803.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[devinqu's solution](#)

2804.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[devinqu's solution](#)

2805.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[devinqu's solution](#)

2806.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[devinqu's solution](#)

2807.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[devinqu's solution](#)

2808.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[devinqu's solution](#)

2809.

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[devinqu's solution](#)

2810.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[devinqu's solution](#)

2811.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[devinqu's solution](#)

2812.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[devinqu's solution](#)

2813.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[devinqu's solution](#)

2814.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[devinqu's solution](#)

2815.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[devinqu's solution](#)

2816.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[devinqu's solution](#)

2817.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2021-07-27 · last AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: games
[devinqu's solution](#)

2818.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[devinqu's solution](#)

2819.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[devinqu's solution](#)

2820.

1060E

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

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[devinqu's solution](#)

2821.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings
[devinqu's solution](#)

2822.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[devinqu's solution](#)

2823.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[devinqu's solution](#)

2824.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp
[devinqu's solution](#)

2825.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[devinqu's solution](#)

2826.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
[devinqu's solution](#)

2827.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[devinqu's solution](#)

2828.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[devinqu's solution](#)

2829.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[devinqu's solution](#)

2830.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[devinqu's solution](#)

2831.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[devinqu's solution](#)

2832.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[devinqu's solution](#)

2833.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[devinqu's solution](#)

2834.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[devinqu's solution](#)

2835.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[devinqu's solution](#)

2836.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings, strings

[devinqu's solution](#)

2837.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[devinqu's solution](#)

2838.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings
[devinqu's solution](#)

2839.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
[devinqu's solution](#)

2840.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[devinqu's solution](#)

2841.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[devinqu's solution](#)

2842.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[devinqu's solution](#)

2843.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[devinqu's solution](#)

2844.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[devinqu's solution](#)

2845.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp
[devinqu's solution](#)

2846.

346B

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

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[devinqu's solution](#)

2847.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[devinqu's solution](#)

2848.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[devinqu's solution](#)

2849.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory
[devinqu's solution](#)

2850.

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[devinqu's solution](#)

2851.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[devinqu's solution](#)

2852.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[devinqu's solution](#)

2853.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[devinqu's solution](#)

2854.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2021-07-19 · last AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[devinqu's solution](#)

2855.

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees
[devinqu's solution](#)

2856.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math
[devinqu's solution](#)

2857.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[devinqu's solution](#)

2858.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[devinqu's solution](#)

2859.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[devinqu's solution](#)

2860.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

2861.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[devinqu's solution](#)

2862.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[devinqu's solution](#)

2863.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[devinqu's solution](#)

2864.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[devinqu's solution](#)

2865.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[devinqu's solution](#)

2866.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[devinqu's solution](#)

2867.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[devinqu's solution](#)

2868.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[devinqu's solution](#)

2869.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[devinqu's solution](#)

2870.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[devinqu's solution](#)

2871.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy

[devinqu's solution](#)

2872.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[devinqu's solution](#)

2873.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[devinqu's solution](#)

2874.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[devinqu's solution](#)

2875.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[devinqu's solution](#)

2876.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[devinqu's solution](#)

2877.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[devinqu's solution](#)

2878.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[devinqu's solution](#)

2879.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[devinqu's solution](#)

2880.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[devinqu's solution](#)

2881.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[devinqu's solution](#)

2882.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[devinqu's solution](#)

2883.

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: ternary search

[devinqu's solution](#)

2884.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[devinqu's solution](#)

2885.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[devinqu's solution](#)

2886.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[devinqu's solution](#)

2887.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[devinqu's solution](#)

2888.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[devinqu's solution](#)

2889.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[devinqu's solution](#)

2890.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[devinqu's solution](#)

2891.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[devinqu's solution](#)

2892.

453B

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

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[devinqu's solution](#)

2893.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[devinqu's solution](#)

2894.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[devinqu's solution](#)

2895.

1426F

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

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings
[devinqu's solution](#)

2896.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[devinqu's solution](#)

2897.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[devinqu's solution](#)

2898.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[devinqu's solution](#)

2899.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[devinqu's solution](#)

2900.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[devinqu's solution](#)

2901.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[devinqu's solution](#)

2902.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[devinqu's solution](#)

2903.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[devinqu's solution](#)

2904.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp

[devinqu's solution](#)

2905.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2021-07-08 · last AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[devinqu's solution](#)

2906.

1380D

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

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[devinqu's solution](#)

2907.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[devinqu's solution](#)

2908.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2021-07-08 · last AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[devinqu's solution](#)

2909.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[devinqu's solution](#)

2910.

451D

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

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[devinqu's solution](#)

2911.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
[devinqu's solution](#)

2912.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[devinqu's solution](#)

2913.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,906 global accepts · Rating: 2000 · first AC: 2021-07-04 · last AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[devinqu's solution](#)

2914.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,615 global accepts · Rating: 2000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[devinqu's solution](#)

2915.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

2916.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2021-07-03 · last AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[devinqu's solution](#)

2917.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

2918.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[devinqu's solution](#)

2919.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[devinqu's solution](#)

2920.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 2000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[devinqu's solution](#)

2921.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,855 global accepts · Rating: 2000 · first AC: 2021-07-02 · last AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[devinqu's solution](#)

2922.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[devinqu's solution](#)

2923.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

2924.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[devinqu's solution](#)

2925.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[devinqu's solution](#)

2926.

514C

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

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[devinqu's solution](#)

2927.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[devinqu's solution](#)

2928.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[devinqu's solution](#)

2929.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[devinqu's solution](#)

2930.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[devinqu's solution](#)

2931.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[devinqu's solution](#)

2932.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[devinqu's solution](#)

2933.

1354C2

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

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math
[devinqu's solution](#)

2934.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[devinqu's solution](#)

2935.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[devinqu's solution](#)

2936.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[devinqu's solution](#)

2937.

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[devinqu's solution](#)

2938.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[devinqu's solution](#)

2939.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[devinqu's solution](#)

2940.

2B

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

Quality: 12,946 global accepts · Rating: 2000 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[devinqu's solution](#)

2941.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[devinqu's solution](#)

2942.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[devinqu's solution](#)

2943.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,627 global accepts · Rating: 2000 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[devinqu's solution](#)

2944.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules
[devinqu's solution](#)

2945.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[devinqu's solution](#)

2946.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,865 global accepts · Rating: 2000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[devinqu's solution](#)

2947.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers
[devinqu's solution](#)

2948.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths
[devinqu's solution](#)

2949.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[devinqu's solution](#)

2950.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[devinqu's solution](#)

2951.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[devinqu's solution](#)

2952.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[devinqu's solution](#)

2953.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

2954.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-12-23 · last AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[devinqu's solution](#)

2955.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[devinqu's solution](#)

2956.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[devinqu's solution](#)

2957.

2040E

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

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[devinqu's solution](#)

2958.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, math, number theory

[devinqu's solution](#)

2959.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[devinqu's solution](#)

2960.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[devinqu's solution](#)

2961.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[devinqu's solution](#)

2962.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[devinqu's solution](#)

2963.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2100 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[devinqu's solution](#)

2964.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[devinqu's solution](#)

2965.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math

[devinqu's solution](#)

2966.

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

[devinqu's solution](#)

2967.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[devinqu's solution](#)

2968.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[devinqu's solution](#)

2969.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[devinqu's solution](#)

2970.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[devinqu's solution](#)

2971.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[devinqu's solution](#)

2972.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[devinqu's solution](#)

2973.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive

[devinqu's solution](#)

2974.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[devinqu's solution](#)

2975.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[devinqu's solution](#)

2976.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[devinqu's solution](#)

2977.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[devinqu's solution](#)

2978.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[devinqu's solution](#)

2979.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[devingu's solution](#)

2980.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

[devingu's solution](#)

2981.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[devingu's solution](#)

2982.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[devingu's solution](#)

2983.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[devingu's solution](#)

2984.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-22 · last AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[devingu's solution](#)

2985.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[devingu's solution](#)

2986.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,250 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

[devingu's solution](#)

2987.

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

[devingu's solution](#)

2988.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[devingu's solution](#)

2989.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math
[devinqu's solution](#)

2990.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle
[devinqu's solution](#)

2991.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math
[devinqu's solution](#)

2992.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices
[devinqu's solution](#)

2993.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy
[devinqu's solution](#)

2994.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[devinqu's solution](#)

2995.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[devinqu's solution](#)

2996.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search
[devinqu's solution](#)

2997.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

2998.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[devinqu's solution](#)

2999.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[devinqu's solution](#)

3000.

992D

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

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[devinqu's solution](#)

3001.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, trees
[devinqu's solution](#)

3002.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[devinqu's solution](#)

3003.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[devinqu's solution](#)

3004.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[devinqu's solution](#)

3005.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy
[devinqu's solution](#)

3006.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
[devinqu's solution](#)

3007.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[devinqu's solution](#)

3008.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force
[devinqu's solution](#)

3009.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[devinqu's solution](#)

3010.

1028D

[Order book](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2100 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy
[devinqu's solution](#)

3011.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp
[devinqu's solution](#)

3012.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,026 global accepts · Rating: 2100 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings
[devinqu's solution](#)

3013.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
[devinqu's solution](#)

3014.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[devinqu's solution](#)

3015.

702E

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

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs
[devinqu's solution](#)

3016.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees
[devinqu's solution](#)

3017.

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[devinqu's solution](#)

3018.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths
[devinqu's solution](#)

3019.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[devinqu's solution](#)

3020.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[devinqu's solution](#)

3021.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2100 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[devinqu's solution](#)

3022.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[devinqu's solution](#)

3023.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[devinqu's solution](#)

3024.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[devinqu's solution](#)

3025.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[devinqu's solution](#)

3026.

1387B1

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

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, greedy, trees

[devinqu's solution](#)

3027.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search

[devinqu's solution](#)

3028.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[devinqu's solution](#)

3029.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[devinqu's solution](#)

3030.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[devinqu's solution](#)

3031.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[devinqu's solution](#)

3032.

1108E2

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

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

3033.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[devinqu's solution](#)

3034.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[devinqu's solution](#)

3035.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[devinqu's solution](#)

3036.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory

[devinqu's solution](#)

3037.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[devinqu's solution](#)

3038.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[devinqu's solution](#)

3039.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[devinqu's solution](#)

3040.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation

[devinqu's solution](#)

3041.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[devinqu's solution](#)

3042.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math

[devinqu's solution](#)

3043.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, number theory, trees

[devinqu's solution](#)

3044.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[devinqu's solution](#)

3045.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[devinqu's solution](#)

3046.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, meet-in-the-middle

[devinqu's solution](#)

3047.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[devinqu's solution](#)

3048.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[devinqu's solution](#)

3049.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[devinqu's solution](#)

3050.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[devinqu's solution](#)

3051.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[devinqu's solution](#)

3052.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[devinqu's solution](#)

3053.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[devinqu's solution](#)

3054.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[devinqu's solution](#)

3055.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer

[devinqu's solution](#)

3056.

525E

[Any and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[devinqu's solution](#)

3057.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[devinqu's solution](#)

3058.

1152D

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

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[devinqu's solution](#)

3059.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[devinqu's solution](#)

3060.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[devinqu's solution](#)

3061.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[devinqu's solution](#)

3062.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[devinqu's solution](#)

3063.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[devinqu's solution](#)

3064.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[devinqu's solution](#)

3065.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[devinqu's solution](#)

3066.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[devinqu's solution](#)

3067.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[devinqu's solution](#)

3068.

1003E

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

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[devinqu's solution](#)

3069.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[devinqu's solution](#)

3070.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[devinqu's solution](#)

3071.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-08-28 · last AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy
[devinqu's solution](#)

3072.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math
[devinqu's solution](#)

3073.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[devinqu's solution](#)

3074.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[devinqu's solution](#)

3075.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[devinqu's solution](#)

3076.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[devinqu's solution](#)

3077.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[devinqu's solution](#)

3078.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings
[devinqu's solution](#)

3079.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2100 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp
[devinqu's solution](#)

3080.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games
[devinqu's solution](#)

3081.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[devinqu's solution](#)

3082.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[devinqu's solution](#)

3083.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, probabilities

[devinqu's solution](#)

3084.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, trees

[devinqu's solution](#)

3085.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[devinqu's solution](#)

3086.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[devinqu's solution](#)

3087.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[devinqu's solution](#)

3088.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

3089.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[devinqu's solution](#)

3090.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[devinqu's solution](#)

3091.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[devinqu's solution](#)

3092.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[devinqu's solution](#)

3093.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[devinqu's solution](#)

3094.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[devinqu's solution](#)

3095.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[devinqu's solution](#)

3096.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[devinqu's solution](#)

3097.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math
[devinqu's solution](#)

3098.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers
[devinqu's solution](#)

3099.

1367F1

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

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers
[devinqu's solution](#)

3100.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2021-08-18 · last AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry
[devinqu's solution](#)

3101.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[devinqu's solution](#)

3102.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[devinqu's solution](#)

3103.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[devinqu's solution](#)

3104.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[devinqu's solution](#)

3105.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[devinqu's solution](#)

3106.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[devinqu's solution](#)

3107.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[devinqu's solution](#)

3108.

1203F1

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

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[devinqu's solution](#)

3109.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[devinqu's solution](#)

3110.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math

[devinqu's solution](#)

3111.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[devinqu's solution](#)

3112.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[devinqu's solution](#)

3113.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[devinqu's solution](#)

3114.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, number theory

[devinqu's solution](#)

3115.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[devinqu's solution](#)

3116.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[devinqu's solution](#)

3117.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[devinqu's solution](#)

3118.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, trees

[devinqu's solution](#)

3119.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[devinqu's solution](#)

3120.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, math

[devinqu's solution](#)

3121.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[devinqu's solution](#)

3122.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[devinqu's solution](#)**3123.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[devinqu's solution](#)**3124.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[devinqu's solution](#)**3125.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[devinqu's solution](#)**3126.**

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[devinqu's solution](#)**3127.**

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[devinqu's solution](#)**3128.**

1472G

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

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[devinqu's solution](#)**3129.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[devinqu's solution](#)**3130.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[devinqu's solution](#)**3131.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, greedy

[devinqu's solution](#)

3132.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[devinqu's solution](#)

3133.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[devinqu's solution](#)

3134.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[devinqu's solution](#)

3135.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths

[devinqu's solution](#)

3136.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[devinqu's solution](#)

3137.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, trees

[devinqu's solution](#)

3138.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[devinqu's solution](#)

3139.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[devinqu's solution](#)

3140.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[devinqu's solution](#)

3141.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[devinqu's solution](#)

3142.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,188 global accepts · Rating: 2100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[devinqu's solution](#)

3143.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[devinqu's solution](#)

3144.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[devinqu's solution](#)

3145.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[devinqu's solution](#)

3146.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[devinqu's solution](#)

3147.

1363D

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

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[devinqu's solution](#)

3148.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2021-08-08 · last AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[devinqu's solution](#)

3149.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[devinqu's solution](#)

3150.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[devinqu's solution](#)

3151.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2021-08-07 · last AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[devinqu's solution](#)

3152.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[devinqu's solution](#)

3153.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

3154.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[devinqu's solution](#)

3155.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[devinqu's solution](#)

3156.

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2021-08-06 · last AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[devinqu's solution](#)

3157.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-08-06 · last AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[devinqu's solution](#)

3158.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[devinqu's solution](#)

3159.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[devinqu's solution](#)

3160.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[devinqu's solution](#)

3161.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[devinqu's solution](#)

3162.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2021-08-05 · last AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[devinqu's solution](#)

3163.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2021-08-05 · last AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[devinqu's solution](#)

3164.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[devinqu's solution](#)

3165.

1370E

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

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[devinqu's solution](#)

3166.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[devinqu's solution](#)

3167.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[devinqu's solution](#)

3168.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[devinqu's solution](#)

3169.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[devinqu's solution](#)

3170.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[devinqu's solution](#)

3171.

1433F

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

Quality: 6,747 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[devinqu's solution](#)

3172.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

3173.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[devinqu's solution](#)

3174.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,592 global accepts · Rating: 2100 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[devinqu's solution](#)

3175.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2021-08-02 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings, two pointers

[devinqu's solution](#)

3176.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, strings

[devinqu's solution](#)

3177.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[devinqu's solution](#)

3178.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[devinqu's solution](#)

3179.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-30 · last AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[devinqu's solution](#)

3180.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[devinqu's solution](#)

3181.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[devinqu's solution](#)

3182.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[devinqu's solution](#)

3183.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[devinqu's solution](#)

3184.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[devinqu's solution](#)

3185.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[devinqu's solution](#)

3186.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[devinqu's solution](#)

3187.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[devinqu's solution](#)

3188.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[devinqu's solution](#)

3189.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[devinqu's solution](#)

3190.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[devinqu's solution](#)

3191.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[devinqu's solution](#)

3192.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[devinqu's solution](#)

3193.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation
[devinqu's solution](#)

3194.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
[devinqu's solution](#)

3195.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search
[devinqu's solution](#)

3196.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[devinqu's solution](#)

3197.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[devinqu's solution](#)

3198.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[devinqu's solution](#)

3199.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, number theory
[devinqu's solution](#)

3200.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[devinqu's solution](#)

3201.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[devinqu's solution](#)

3202.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[devinqu's solution](#)

3203.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[devinqu's solution](#)

3204.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[devinqu's solution](#)

3205.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
[devinqu's solution](#)

3206.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[devinqu's solution](#)

3207.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[devinqu's solution](#)

3208.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
[devinqu's solution](#)

3209.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[devinqu's solution](#)

3210.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[devinqu's solution](#)

3211.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[devinqu's solution](#)

3212.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: games
[devinqu's solution](#)

3213.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers
[devinqu's solution](#)

3214.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[devinqu's solution](#)

3215.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, math
[devinqu's solution](#)

3216.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
[devinqu's solution](#)

3217.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
[devinqu's solution](#)

3218.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings
[devinqu's solution](#)

3219.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[devinqu's solution](#)

3220.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[devinqu's solution](#)

3221.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[devinqu's solution](#)

3222.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[devinqu's solution](#)

3223.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[devinqu's solution](#)

3224.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[devinqu's solution](#)

3225.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math

[devinqu's solution](#)

3226.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[devinqu's solution](#)

3227.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[devinqu's solution](#)

3228.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[devinqu's solution](#)

3229.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[devinqu's solution](#)

3230.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[devinqu's solution](#)

3231.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[devinqu's solution](#)

3232.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[devinqu's solution](#)

3233.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[devinqu's solution](#)

3234.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[devinqu's solution](#)

3235.

908D

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

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[devinqu's solution](#)

3236.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[devinqu's solution](#)

3237.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[devinqu's solution](#)

3238.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[devinqu's solution](#)

3239.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[devinqu's solution](#)

3240.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs

[devinqu's solution](#)

3241.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[devinqu's solution](#)

3242.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[devinqu's solution](#)

3243.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,928 global accepts · Rating: 2200 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar
[devinqu's solution](#)

3244.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[devinqu's solution](#)

3245.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy
[devinqu's solution](#)

3246.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[devinqu's solution](#)

3247.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[devinqu's solution](#)

3248.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[devinqu's solution](#)

3249.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[devinqu's solution](#)

3250.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2022-01-05 · last AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry
[devinqu's solution](#)

3251.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees
[devinqu's solution](#)

3252.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[devinqu's solution](#)

3253.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[devinqu's solution](#)

3254.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[devinqu's solution](#)

3255.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[devinqu's solution](#)

3256.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[devinqu's solution](#)

3257.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[devinqu's solution](#)

3258.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[devinqu's solution](#)

3259.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, ternary search

[devinqu's solution](#)

3260.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[devinqu's solution](#)

3261.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[devinqu's solution](#)

3262.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[devinqu's solution](#)

3263.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[devinqu's solution](#)

3264.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[devinqu's solution](#)

3265.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[devinqu's solution](#)

3266.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[devinqu's solution](#)

3267.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[devinqu's solution](#)

3268.

7D

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[devinqu's solution](#)

3269.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[devinqu's solution](#)

3270.

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

[devinqu's solution](#)

3271.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[devinqu's solution](#)

3272.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings, two

pointers

[devinqu's solution](#)

3273.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[devinqu's solution](#)

3274.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, trees

[devinqu's solution](#)

3275.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[devinqu's solution](#)

3276.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[devinqu's solution](#)

3277.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[devinqu's solution](#)

3278.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[devinqu's solution](#)

3279.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[devinqu's solution](#)

3280.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[devinqu's solution](#)

3281.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[devinqu's solution](#)

3282.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[devinqu's solution](#)

3283.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[devinqu's solution](#)

3284.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[devinqu's solution](#)

3285.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[devinqu's solution](#)

3286.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

3287.

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, sortings

[devinqu's solution](#)

3288.

1425E

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

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[devinqu's solution](#)

3289.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2021-10-23 · last AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[devinqu's solution](#)

3290.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[devinqu's solution](#)

3291.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

3292.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

brute force, constructive algorithms, dp, flows, graphs, shortest paths

[devinqu's solution](#)

3293.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[devinqu's solution](#)

3294.

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[devinqu's solution](#)

3295.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[devinqu's solution](#)

3296.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[devinqu's solution](#)

3297.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[devinqu's solution](#)

3298.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: *special, math

[devinqu's solution](#)

3299.

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2021-10-21 · Secret 2021 (first AC) · Tags: *special

[devinqu's solution](#)

3300.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[devinqu's solution](#)

3301.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[devinqu's solution](#)

3302.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[devinqu's solution](#)

3303.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[devinqu's solution](#)

3304.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[devinqu's solution](#)

3305.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[devinqu's solution](#)

3306.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[devinqu's solution](#)

3307.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-10-16 · last AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[devinqu's solution](#)

3308.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[devinqu's solution](#)

3309.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[devinqu's solution](#)

3310.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-15 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[devinqu's solution](#)

3311.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[devinqu's solution](#)

3312.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[devinqu's solution](#)

3313.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[devinqu's solution](#)

3314.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[devinqu's solution](#)

3315.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[devinqu's solution](#)

3316.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[devinqu's solution](#)

3317.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[devinqu's solution](#)

3318.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[devinqu's solution](#)

3319.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs

[devinqu's solution](#)

3320.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[devinqu's solution](#)

3321.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[devinqu's solution](#)

3322.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[devinqu's solution](#)

3323.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[devinqu's solution](#)

3324.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[devinqu's solution](#)

3325.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[devinqu's solution](#)

3326.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[devinqu's solution](#)

3327.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[devinqu's solution](#)

3328.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[devinqu's solution](#)

3329.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[devinqu's solution](#)

3330.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[devinqu's solution](#)

3331.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[devinqu's solution](#)

3332.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dp

[devinqu's solution](#)

3333.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[devinqu's solution](#)

3334.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[devinqu's solution](#)

3335.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[devinqu's solution](#)

3336.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[devinqu's solution](#)

3337.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2021-10-07 · last AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[devinqu's solution](#)

3338.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[devinqu's solution](#)

3339.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[devinqu's solution](#)

3340.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[devinqu's solution](#)

3341.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[devinqu's solution](#)

3342.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[devinqu's solution](#)

3343.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[devinqu's solution](#)

3344.

1407D

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

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[devinqu's solution](#)

3345.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[devinqu's solution](#)

3346.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[devinqu's solution](#)

3347.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-09-15 · last AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[devinqu's solution](#)

3348.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[devinqu's solution](#)

3349.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[devinqu's solution](#)

3350.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[devinqu's solution](#)

3351.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,245 global accepts · Rating: 2200 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[devinqu's solution](#)

3352.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[devinqu's solution](#)

3353.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[devinqu's solution](#)

3354.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-26 · last AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[devinqu's solution](#)

3355.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[devinqu's solution](#)

3356.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[devinqu's solution](#)

3357.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2021-12-07 · last AC: 2024-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[devinqu's solution](#)

3358.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-19 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[devinqu's solution](#)

3359.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[devinqu's solution](#)

3360.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[devinqu's solution](#)

3361.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[devinqu's solution](#)

3362.

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

[devinqu's solution](#)

3363.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees
[devinqu's solution](#)

3364.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
[devinqu's solution](#)

3365.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
[devinqu's solution](#)

3366.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[devinqu's solution](#)

3367.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[devinqu's solution](#)

3368.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
[devinqu's solution](#)

3369.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[devinqu's solution](#)

3370.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
[devinqu's solution](#)

3371.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[devinqu's solution](#)

3372.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers
[devinqu's solution](#)

3373.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[devinqu's solution](#)

3374.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[devinqu's solution](#)

3375.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[devinqu's solution](#)

3376.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[devinqu's solution](#)

3377.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[devinqu's solution](#)

3378.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[devinqu's solution](#)

3379.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[devinqu's solution](#)

3380.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

[devinqu's solution](#)

3381.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math, sortings

[devinqu's solution](#)

3382.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[devinqu's solution](#)

3383.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[devinqu's solution](#)

3384.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[devinqu's solution](#)

3385.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[devinqu's solution](#)

3386.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[devinqu's solution](#)

3387.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[devinqu's solution](#)

3388.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing

[devinqu's solution](#)

3389.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[devinqu's solution](#)

3390.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[devinqu's solution](#)

3391.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[devinqu's solution](#)

3392.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, dsu

[devinqu's solution](#)

3393.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[devinqu's solution](#)

3394.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[devinqu's solution](#)

3395.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle
[devinqu's solution](#)

3396.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-12-06 · last AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings
[devinqu's solution](#)

3397.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[devinqu's solution](#)

3398.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation
[devinqu's solution](#)

3399.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2021-12-05 · last AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[devinqu's solution](#)

3400.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[devinqu's solution](#)

3401.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[devinqu's solution](#)

3402.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[devinqu's solution](#)

3403.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2021-12-04 · last AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

3404.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[devinqu's solution](#)

3405.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[devinqu's solution](#)

3406.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: games

[devinqu's solution](#)

3407.

549B

[Lookerry Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[devinqu's solution](#)

3408.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[devinqu's solution](#)

3409.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[devinqu's solution](#)

3410.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[devinqu's solution](#)

3411.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[devinqu's solution](#)

3412.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[devinqu's solution](#)

3413.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities
[devinqu's solution](#)

3414.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math
[devinqu's solution](#)

3415.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures
[devinqu's solution](#)

3416.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[devinqu's solution](#)

3417.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[devinqu's solution](#)

3418.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers
[devinqu's solution](#)

3419.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[devinqu's solution](#)

3420.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy
[devinqu's solution](#)

3421.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[devinqu's solution](#)

3422.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[devinqu's solution](#)

3423.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings
[devinqu's solution](#)

3424.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[devinqu's solution](#)

3425.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
[devinqu's solution](#)

3426.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[devinqu's solution](#)

3427.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[devinqu's solution](#)

3428.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory
[devinqu's solution](#)

3429.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[devinqu's solution](#)

3430.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[devinqu's solution](#)

3431.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[devinqu's solution](#)

3432.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: flows
[devinqu's solution](#)

3433.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[devinqu's solution](#)

3434.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, sortings
[devinqu's solution](#)

3435.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[devinqu's solution](#)

3436.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[devinqu's solution](#)

3437.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[devinqu's solution](#)

3438.

1203F2

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

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[devinqu's solution](#)

3439.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[devinqu's solution](#)

3440.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory
[devinqu's solution](#)

3441.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
[devinqu's solution](#)

3442.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[devinqu's solution](#)

3443.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
[devinqu's solution](#)

3444.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[devinqu's solution](#)

3445.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[devinqu's solution](#)

3446.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[devinqu's solution](#)

3447.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[devinqu's solution](#)

3448.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[devinqu's solution](#)

3449.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[devinqu's solution](#)

3450.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[devinqu's solution](#)

3451.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[devinqu's solution](#)

3452.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,400 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[devinqu's solution](#)

3453.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[devinqu's solution](#)

3454.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[devinqu's solution](#)

3455.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[devinqu's solution](#)

3456.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[devinqu's solution](#)

3457.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[devinqu's solution](#)

3458.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[devinqu's solution](#)

3459.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[devinqu's solution](#)

3460.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[devinqu's solution](#)

3461.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[devinqu's solution](#)

3462.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[devinqu's solution](#)

3463.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[devinqu's solution](#)

3464.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[devinqu's solution](#)

3465.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math
[devinqu's solution](#)

3466.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
[devinqu's solution](#)

3467.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[devinqu's solution](#)

3468.

1282D

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

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings
[devinqu's solution](#)

3469.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers
[devinqu's solution](#)

3470.

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[devinqu's solution](#)

3471.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[devinqu's solution](#)

3472.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, probabilities
[devinqu's solution](#)

3473.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[devinqu's solution](#)

3474.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory
[devinqu's solution](#)

3475.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[devinqu's solution](#)

3476.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[devinqu's solution](#)

3477.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[devinqu's solution](#)

3478.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees
[devinqu's solution](#)

3479.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees
[devinqu's solution](#)

3480.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation
[devinqu's solution](#)

3481.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[devinqu's solution](#)

3482.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[devinqu's solution](#)

3483.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings
[devinqu's solution](#)

3484.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[devinqu's solution](#)

3485.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[devinqu's solution](#)

3486.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[devinqu's solution](#)

3487.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings

[devinqu's solution](#)

3488.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[devinqu's solution](#)

3489.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[devinqu's solution](#)

3490.

1450C2

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

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[devinqu's solution](#)

3491.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[devinqu's solution](#)

3492.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation

[devinqu's solution](#)

3493.

1607F

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

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[devinqu's solution](#)

3494.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[devinqu's solution](#)

3495.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[devinqu's solution](#)

3496.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[devinqu's solution](#)

3497.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[devinqu's solution](#)

3498.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[devinqu's solution](#)

3499.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[devinqu's solution](#)

3500.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[devinqu's solution](#)

3501.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[devinqu's solution](#)

3502.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[devinqu's solution](#)

3503.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics,

constructive algorithms, implementation, math, sortings, two pointers

[devinqu's solution](#)

3504.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[devinqu's solution](#)

3505.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[devinqu's solution](#)

3506.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[devinqu's solution](#)

3507.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[devinqu's solution](#)

3508.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[devinqu's solution](#)

3509.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[devinqu's solution](#)

3510.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[devinqu's solution](#)

3511.

1594E2

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

Quality: 1,611 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[devinqu's solution](#)

3512.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[devinqu's solution](#)

3513.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

interactive, math
[devinqu's solution](#)

3514.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[devinqu's solution](#)

3515.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2025-01-28 · last AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[devinqu's solution](#)

3516.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[devinqu's solution](#)

3517.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[devinqu's solution](#)

3518.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[devinqu's solution](#)

3519.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[devinqu's solution](#)

3520.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[devinqu's solution](#)

3521.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[devinqu's solution](#)

3522.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[devinqu's solution](#)

3523.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[devinqu's solution](#)

3524.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3525.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3526.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings
[devinqu's solution](#)

3527.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[devinqu's solution](#)

3528.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[devinqu's solution](#)

3529.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[devinqu's solution](#)

3530.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[devinqu's solution](#)

3531.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, sortings
[devinqu's solution](#)

3532.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
[devinqu's solution](#)

3533.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[devinqu's solution](#)

3534.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[devinqu's solution](#)

3535.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices
[devinqu's solution](#)

3536.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[devinqu's solution](#)

3537.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[devinqu's solution](#)

3538.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math
[devinqu's solution](#)

3539.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[devinqu's solution](#)

3540.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[devinqu's solution](#)

3541.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[devinqu's solution](#)

3542.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp
[devinqu's solution](#)

3543.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[devinqu's solution](#)

3544.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[devinqu's solution](#)

3545.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[devinqu's solution](#)

3546.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[devinqu's solution](#)

3547.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[devinqu's solution](#)

3548.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[devinqu's solution](#)

3549.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[devinqu's solution](#)

3550.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[devinqu's solution](#)

3551.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[devinqu's solution](#)

3552.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[devinqu's solution](#)

3553.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[devinqu's solution](#)

3554.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
[devinqu's solution](#)

3555.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math
[devinqu's solution](#)

3556.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[devinqu's solution](#)

3557.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[devinqu's solution](#)

3558.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[devinqu's solution](#)

3559.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees
[devinqu's solution](#)

3560.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[devinqu's solution](#)

3561.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[devinqu's solution](#)

3562.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
[devinqu's solution](#)

3563.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[devinqu's solution](#)

3564.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[devinqu's solution](#)

3565.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[devinqu's solution](#)

3566.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[devinqu's solution](#)

3567.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[devinqu's solution](#)

3568.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[devinqu's solution](#)

3569.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[devinqu's solution](#)

3570.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[devinqu's solution](#)

3571.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[devinqu's solution](#)

3572.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[devinqu's solution](#)

3573.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[devinqu's solution](#)

3574.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-01-11 · last AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[devinqu's solution](#)

3575.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[devinqu's solution](#)

3576.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[devinqu's solution](#)

3577.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[devinqu's solution](#)

3578.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[devinqu's solution](#)

3579.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[devinqu's solution](#)

3580.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[devinqu's solution](#)

3581.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[devinqu's solution](#)

3582.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[devinqu's solution](#)

3583.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[devinqu's solution](#)

3584.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

trees

[devinqu's solution](#)

3585.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[devinqu's solution](#)

3586.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[devinqu's solution](#)

3587.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[devinqu's solution](#)

3588.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[devinqu's solution](#)

3589.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-07 · last AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[devinqu's solution](#)

3590.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-02-01 · last AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[devinqu's solution](#)

3591.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[devinqu's solution](#)

3592.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[devinqu's solution](#)

3593.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[devinqu's solution](#)

3594.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

[devinqu's solution](#)

3595.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[devinqu's solution](#)

3596.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[devinqu's solution](#)

3597.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[devinqu's solution](#)

3598.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[devinqu's solution](#)

3599.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[devinqu's solution](#)

3600.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[devinqu's solution](#)

3601.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[devinqu's solution](#)

3602.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[devinqu's solution](#)

3603.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[devinqu's solution](#)

3604.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[devinqu's solution](#)

3605.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees
[devinqu's solution](#)

3606.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu
[devinqu's solution](#)

3607.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[devinqu's solution](#)

3608.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[devinqu's solution](#)

3609.

104873F

[Forgotten Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3610.

104873J

[Joined Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3611.

104873I

[Interactive Array Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3612.

104873L

[LED-led Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3613.

104873C

[Counting Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3614.

104873D

[Distinct Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3615.

104873H

[Halves Not Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3616.

104873B

[Building a Stair](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3617.

104873G

[Generalized German Quotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3618.

104873A

[Accumulator Battery](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3619.

104873E

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

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3620.

104596B

[Bio Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3621.

104596J

[Taxed Editor](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3622.

104596C

[Cheese, If You Please](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3623.

104596H

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

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3624.

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3625.

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3626.

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3627.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3628.

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3629.

103886E

[Jeopardized Projects](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · last AC: 2024-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[devinqu's solution](#)

3630.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[devinqu's solution](#)

3631.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3632.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3633.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3634.

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3635.

105053H

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

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3636.

105053F

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

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3637.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[devinqu's solution](#)

3638.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3639.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3640.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[devinqu's solution](#)

3641.

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[devinqu's solution](#)

3642.

105167D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3643.

105167G

[Glitchy Language Model](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · PyPy 3-64 (first AC) · Tags: —
[devinqu's solution](#)

3644.

105167J

[Just Too Much Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[devinqu's solution](#)

3645.

105167E

[Erd 2Ôv-ç!urg-Ziv](#) [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[devinqu's solution](#)

3646.

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[devinqu's solution](#)

3647.

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3648.

105167A

[Attending Classes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[devinqu's solution](#)

3649.

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3650.

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[devinqu's solution](#)

3651.

105167C

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

Rating: — · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3652.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[devinqu's solution](#)

3653.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · PyPy 3 (first AC) · Tags: —
[devinqu's solution](#)

3654.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3655.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3656.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[devinqu's solution](#)

3657.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3658.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3659.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3660.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3661.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[devinqu's solution](#)

3662.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3663.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3664.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[devinqu's solution](#)

3665.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
[devinqu's solution](#)

3666.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math
[devinqu's solution](#)

3667.

104587G

[A Rank Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3668.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3669.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3670.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3671.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3672.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3673.

104587I

[Scholar's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3674.

104587L

[Workers of the World Unite! Just Not Too Close.](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3675.

104587A

[All in the Family](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3676.

104587K

[Weighty Tomes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3677.

104587B

[Kinky Word Searches](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3678.

104587J

[Simply Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3679.

104587H

[Restroom Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3680.

104587C

[Math Trade](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3681.

104587E

[Over the Hill, Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3682.

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3683.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3684.

100307D

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3685.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3686.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3687.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3688.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3689.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3690.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3691.

100134J

[Jumping Around](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3692.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3693.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3694.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3695.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3696.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3697.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3698.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3699.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3700.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3701.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3702.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[devinqu's solution](#)

3703.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3704.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3705.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3706.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3707.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3708.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3709.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3710.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · last AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[devinqu's solution](#)

3711.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[devinqu's solution](#)

3712.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3713.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3714.

101208J

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

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3715.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3716.

104573F

[Egg](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[devinqu's solution](#)

3717.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3718.

104114I

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

Rating: — · first AC: 2023-01-21 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3719.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3720.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3721.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3722.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3723.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3724.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3725.

103430E

[Request Throttling](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3726.

103430H

[Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3727.

103430J

[Bongcloud Opening](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3728.

103430C

[Athletes](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3729.

103430F

[X-Magic Pair](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3730.

103430L

[Smash the Trash](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · last AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3731.

103430A

[Armor and Weapons](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[devinqu's solution](#)

3732.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[devinqu's solution](#)