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Unique solved — disangan233

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

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Filters: none

Count: 472

- 1.**
818A
[Diplomas and Certificates](#) · [Tutorial](#)
Quality: 7,788 global accepts · Rating: 800 · first AC: 2023-04-03 · Clang++20 Diagnostics (first AC) · Tags: implementation, math
[disangan233's solution](#)
- 2.**
996A
[Hit the Lottery](#) · [Tutorial](#)
Quality: 118,369 global accepts · Rating: 800 · first AC: 2023-04-03 · Clang++20 Diagnostics (first AC) · Tags: dp, greedy
[disangan233's solution](#)
- 3.**
1764A
[Doremy's Paint](#) · [Tutorial](#)
Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[disangan233's solution](#)
- 4.**
1761A
[Two Permutations](#) · [Tutorial](#)
Quality: 36,608 global accepts · Rating: 800 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[disangan233's solution](#)
- 5.**
1746B
[Rebellion](#) · [Tutorial](#)
Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[disangan233's solution](#)
- 6.**
1746A
[Maxmina](#) · [Tutorial](#)
Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[disangan233's solution](#)
- 7.**
1392B
[Omkar and Infinity Clock](#) · [Tutorial](#)
Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · last AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[disangan233's solution](#)
- 8.**
1392A
[Omkar and Password](#) · [Tutorial](#)
Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · last AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[disangan233's solution](#)
- 9.**
1305A
[Kuroni and the Gifts](#) · [Tutorial](#)
Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
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10.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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11.

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
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12.

1194A

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

Quality: 17,375 global accepts · Rating: 800 · first AC: 2019-07-14 · last AC: 2019-07-15 · GNU C++11 (first AC) · Tags: math
[disangan233's solution](#)

13.

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: implementation
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14.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · last AC: 2019-06-21 · GNU C++11 (first AC) · Tags: math
[disangan233's solution](#)

15.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy
[disangan233's solution](#)

16.

1150A

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

Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation
[disangan233's solution](#)

17.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[disangan233's solution](#)

18.

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-23 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[disangan233's solution](#)

19.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-18 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: implementation
[disangan233's solution](#)

20.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · last AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[disangan233's solution](#)

21.

1114A

[Got Any Grapes? · Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[disangan233's solution](#)

22.

1099A

[Snowball · Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: implementation

[disangan233's solution](#)

23.

1092B

[Teams Forming · Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: sortings

[disangan233's solution](#)

24.

1080A

[Petya and Origami · Tutorial](#)

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: math

[disangan233's solution](#)

25.

1041A

[Heist · Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[disangan233's solution](#)

26.

1028A

[Find Square · Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: implementation

[disangan233's solution](#)

27.

1077A

[Frog Jumping · Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: math

[disangan233's solution](#)

28.

1072A

[Golden Plate · Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: implementation, math

[disangan233's solution](#)

29.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[disangan233's solution](#)

30.

1326B

[Maximums · Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: implementation, math

[disangan233's solution](#)

31.

1427A

[Avoiding Zero · Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · last AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[disangan233's solution](#)

32.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-22 · last AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[disangan233's solution](#)

33.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[disangan233's solution](#)

34.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · last AC: 2019-07-01 · GNU C++11 (first AC) · Tags: math
[disangan233's solution](#)

35.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: math
[disangan233's solution](#)

36.

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: implementation, math
[disangan233's solution](#)

37.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · last AC: 2019-05-18 · GNU C++11 (first AC) · Tags: combinatorics, greedy
[disangan233's solution](#)

38.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation
[disangan233's solution](#)

39.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: math
[disangan233's solution](#)

40.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[disangan233's solution](#)

41.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · last AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[disangan233's solution](#)

42.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: implementation, math

[disangan233's solution](#)

43.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[disangan233's solution](#)

44.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[disangan233's solution](#)

45.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[disangan233's solution](#)

46.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[disangan233's solution](#)

47.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2019-07-17 · last AC: 2019-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[disangan233's solution](#)

48.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · last AC: 2019-07-19 · GNU C++11 (first AC) · Tags: greedy, math

[disangan233's solution](#)

49.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · last AC: 2019-06-17 · GNU C++11 (first AC) · Tags: greedy, math

[disangan233's solution](#)

50.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[disangan233's solution](#)

51.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: brute force, math

[disangan233's solution](#)

52.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[disangan233's solution](#)

53.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1000 · first AC: 2019-03-21 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[disangan233's solution](#)

54.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[disangan233's solution](#)

55.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[disangan233's solution](#)

56.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: implementation

[disangan233's solution](#)

57.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: math

[disangan233's solution](#)

58.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[disangan233's solution](#)

59.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[disangan233's solution](#)

60.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · last AC: 2019-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[disangan233's solution](#)

61.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · last AC: 2019-04-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[disangan233's solution](#)

62.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[disangan233's solution](#)

63.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[disangan233's solution](#)

64.

1108B

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

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[disangan233's solution](#)

65.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[disangan233's solution](#)

66.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[disangan233's solution](#)

67.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[disangan233's solution](#)

68.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[disangan233's solution](#)

69.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · last AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[disangan233's solution](#)

70.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[disangan233's solution](#)

71.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[disangan233's solution](#)

72.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · last AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy, sortings

[disangan233's solution](#)

73.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[disangan233's solution](#)

74.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · last AC: 2019-06-21 · GNU C++11 (first AC) · Tags: implementation, strings
[disangan233's solution](#)

75.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: sortings
[disangan233's solution](#)

76.

1153B

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

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[disangan233's solution](#)

77.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[disangan233's solution](#)

78.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[disangan233's solution](#)

79.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-01-05 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[disangan233's solution](#)

80.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[disangan233's solution](#)

81.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[disangan233's solution](#)

82.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp
[disangan233's solution](#)

83.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[disangan233's solution](#)

84.

1381A1

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

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[disangan233's solution](#)

85.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · last AC: 2019-07-15 · GNU C++11 (first AC) · Tags: implementation

[disangan233's solution](#)

86.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · last AC: 2019-07-15 · GNU C++11 (first AC) · Tags: implementation, strings

[disangan233's solution](#)

87.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · last AC: 2019-07-01 · GNU C++11 (first AC) · Tags: binary search, implementation, strings

[disangan233's solution](#)

88.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[disangan233's solution](#)

89.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · last AC: 2019-04-10 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[disangan233's solution](#)

90.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2019-01-23 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[disangan233's solution](#)

91.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[disangan233's solution](#)

92.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · last AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[disangan233's solution](#)

93.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: implementation
[disangan233's solution](#)

94.

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[disangan233's solution](#)

95.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[disangan233's solution](#)

96.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp
[disangan233's solution](#)

97.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[disangan233's solution](#)

98.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[disangan233's solution](#)

99.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · last AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[disangan233's solution](#)

100.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[disangan233's solution](#)

101.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings
[disangan233's solution](#)

102.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[disangan233's solution](#)

103.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · last AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[disangan233's solution](#)

104.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: greedy, sortings
[disangan233's solution](#)

105.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · last AC: 2019-07-19 · GNU C++11 (first AC) · Tags: dp
[disangan233's solution](#)

106.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · last AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[disangan233's solution](#)

107.

1183D

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

Quality: 20,424 global accepts · Rating: 1400 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: greedy, sortings
[disangan233's solution](#)

108.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: binary search, math
[disangan233's solution](#)

109.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2019-02-07 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[disangan233's solution](#)

110.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-23 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[disangan233's solution](#)

111.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[disangan233's solution](#)

112.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp
[disangan233's solution](#)

113.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 1500 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[disangan233's solution](#)

114.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[disangan233's solution](#)

115.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[disangan233's solution](#)

116.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[disangan233's solution](#)

117.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · last AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[disangan233's solution](#)

118.

1195D1

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

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · last AC: 2019-11-04 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[disangan233's solution](#)

119.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: implementation

[disangan233's solution](#)

120.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2019-06-16 · last AC: 2019-06-17 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[disangan233's solution](#)

121.

1166C

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

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-17 · last AC: 2019-05-18 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[disangan233's solution](#)

122.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · last AC: 2019-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[disangan233's solution](#)

123.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1500 · first AC: 2019-01-11 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[disangan233's solution](#)

124.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,659 global accepts · Rating: 1500 · first AC: 2019-03-21 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[disangan233's solution](#)

125.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[disangan233's solution](#)

126.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[disangan233's solution](#)

127.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[disangan233's solution](#)

128.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[disangan233's solution](#)

129.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dp

[disangan233's solution](#)

130.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2023-04-03 · Clang++20 Diagnostics (first AC) · Tags: math

[disangan233's solution](#)

131.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu

[disangan233's solution](#)

132.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[disangan233's solution](#)

133.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[disangan233's solution](#)

134.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2020-12-19 · last AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[disangan233's solution](#)

135.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-09-02 · last AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[disangan233's solution](#)

136.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[disangan233's solution](#)

137.

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[disangan233's solution](#)

138.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[disangan233's solution](#)

139.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[disangan233's solution](#)

140.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[disangan233's solution](#)

141.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · last AC: 2019-08-03 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[disangan233's solution](#)

142.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · last AC: 2019-08-03 · GNU C++11 (first AC) · Tags: sortings, two pointers

[disangan233's solution](#)

143.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[disangan233's solution](#)

144.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[disangan233's solution](#)

145.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[disangan233's solution](#)

146.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[disangan233's solution](#)

147.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[disangan233's solution](#)

148.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · last AC: 2019-04-01 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[disangan233's solution](#)

149.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[disangan233's solution](#)

150.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: greedy, math

[disangan233's solution](#)

151.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[disangan233's solution](#)

152.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[disangan233's solution](#)

153.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · last AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[disangan233's solution](#)

154.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · last AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[disangan233's solution](#)

155.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · last AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[disangan233's solution](#)

156.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[disangan233's solution](#)

157.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[disangan233's solution](#)

158.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[disangan233's solution](#)

159.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[disangan233's solution](#)

160.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · last AC: 2019-11-04 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[disangan233's solution](#)

161.

1203D2

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

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · last AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[disangan233's solution](#)

162.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[disangan233's solution](#)

163.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[disangan233's solution](#)

164.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · last AC: 2019-07-15 · GNU C++11 (first AC) · Tags: games, math
[disangan233's solution](#)

165.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · last AC: 2019-06-21 · GNU C++11 (first AC) · Tags: implementation, math
[disangan233's solution](#)

166.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[disangan233's solution](#)

167.

1153C

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

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: greedy, strings
[disangan233's solution](#)

168.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[disangan233's solution](#)

169.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math
[disangan233's solution](#)

170.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[disangan233's solution](#)

171.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: *special
[disangan233's solution](#)

172.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2023-04-03 · Clang++20 Diagnostics (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
[disangan233's solution](#)

173.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[disangan233's solution](#)

174.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[disangan233's solution](#)

175.

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp
[disangan233's solution](#)

176.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp
[disangan233's solution](#)

177.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp
[disangan233's solution](#)

178.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[disangan233's solution](#)

179.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · last AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[disangan233's solution](#)

180.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · last AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[disangan233's solution](#)

181.

1326D2

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

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-10-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[disangan233's solution](#)

182.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-09-02 · last AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[disangan233's solution](#)

183.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings
[disangan233's solution](#)

184.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[disangan233's solution](#)

185.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[disangan233's solution](#)

186.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry
[disangan233's solution](#)

187.

1290B

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
[disangan233's solution](#)

188.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · last AC: 2019-11-04 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[disangan233's solution](#)

189.

1196E

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

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[disangan233's solution](#)

190.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · last AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: games
[disangan233's solution](#)

191.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-01 · last AC: 2019-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[disangan233's solution](#)

192.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · last AC: 2019-06-08 · GNU C++11 (first AC) · Tags: greedy, implementation
[disangan233's solution](#)

193.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy, sortings
[disangan233's solution](#)

194.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · last AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[disangan233's solution](#)

195.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[disangan233's solution](#)

196.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[disangan233's solution](#)

197.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[disangan233's solution](#)

198.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[disangan233's solution](#)

199.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[disangan233's solution](#)

200.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[disangan233's solution](#)

201.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[disangan233's solution](#)

202.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[disangan233's solution](#)

203.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[disangan233's solution](#)

204.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · last AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[disangan233's solution](#)

205.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[disangan233's solution](#)

206.

1305D

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

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

[disangan233's solution](#)

207.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · last AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[disangan233's solution](#)

208.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · last AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[disangan233's solution](#)

209.

1202D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[disangan233's solution](#)

210.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: dp, greedy, math

[disangan233's solution](#)

211.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · last AC: 2019-06-17 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, implementation

[disangan233's solution](#)

212.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[disangan233's solution](#)

213.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · last AC: 2019-06-08 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[disangan233's solution](#)

214.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[disangan233's solution](#)

215.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[disangan233's solution](#)

216.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · last AC: 2019-04-10 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[disangan233's solution](#)

217.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[disangan233's solution](#)

218.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[disangan233's solution](#)

219.

1105D

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

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[disangan233's solution](#)

220.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[disangan233's solution](#)

221.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[disangan233's solution](#)

222.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[disangan233's solution](#)

223.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[disangan233's solution](#)

224.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[disangan233's solution](#)

225.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · last AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[disangan233's solution](#)

226.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[disangan233's solution](#)

227.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[disangan233's solution](#)

228.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[disangan233's solution](#)

229.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[disangan233's solution](#)

230.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · last AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[disangan233's solution](#)

231.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · last AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[disangan233's solution](#)

232.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · last AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[disangan233's solution](#)

233.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · last AC: 2020-03-02 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[disangan233's solution](#)

234.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: brute force, greedy, strings
[disangan233's solution](#)

235.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · last AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings
[disangan233's solution](#)

236.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers
[disangan233's solution](#)

237.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2019-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[disangan233's solution](#)

238.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: *special, brute force, implementation
[disangan233's solution](#)

239.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · last AC: 2019-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[disangan233's solution](#)

240.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · last AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
[disangan233's solution](#)

241.

1183G

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

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[disangan233's solution](#)

242.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · last AC: 2019-06-21 · GNU C++11 (first AC) · Tags: brute force, implementation
[disangan233's solution](#)

243.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[disangan233's solution](#)

244.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[disangan233's solution](#)

245.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · last AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[disangan233's solution](#)

246.

1152D

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

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[disangan233's solution](#)

247.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[disangan233's solution](#)

248.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy
[disangan233's solution](#)

249.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · last AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[disangan233's solution](#)

250.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings
[disangan233's solution](#)

251.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees
[disangan233's solution](#)

252.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[disangan233's solution](#)

253.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings
[disangan233's solution](#)

254.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · last AC: 2019-07-19 · GNU C++11 (first AC) · Tags: data structures, two pointers

[disangan233's solution](#)

255.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2019-06-30 · last AC: 2019-07-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[disangan233's solution](#)

256.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · last AC: 2019-06-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[disangan233's solution](#)

257.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · last AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[disangan233's solution](#)

258.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2019-03-26 · Python 3 (first AC) · Tags: *special

[disangan233's solution](#)

259.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[disangan233's solution](#)

260.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[disangan233's solution](#)

261.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[disangan233's solution](#)

262.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[disangan233's solution](#)

263.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[disangan233's solution](#)

264.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · last AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[disangan233's solution](#)

265.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[disangan233's solution](#)

266.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[disangan233's solution](#)

267.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · last AC: 2019-07-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[disangan233's solution](#)

268.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-16 · last AC: 2019-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[disangan233's solution](#)

269.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[disangan233's solution](#)

270.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · last AC: 2019-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[disangan233's solution](#)

271.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive

[disangan233's solution](#)

272.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[disangan233's solution](#)

273.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

interactive, number theory, probabilities

[disangan233's solution](#)

274.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[disangan233's solution](#)

275.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[disangan233's solution](#)

276.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · last AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[disangan233's solution](#)

277.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[disangan233's solution](#)

278.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[disangan233's solution](#)

279.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[disangan233's solution](#)

280.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[disangan233's solution](#)

281.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[disangan233's solution](#)

282.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-09-02 · last AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[disangan233's solution](#)

283.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[disangan233's solution](#)

284.

1203F2

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

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-13 · last AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[disangan233's solution](#)

285.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[disangan233's solution](#)

286.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · last AC: 2019-08-03 · GNU C++11 (first AC) · Tags: dp

[disangan233's solution](#)

287.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[disangan233's solution](#)

288.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[disangan233's solution](#)

289.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[disangan233's solution](#)

290.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-12-04 · last AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[disangan233's solution](#)

291.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[disangan233's solution](#)

292.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[disangan233's solution](#)

293.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: strings

[disangan233's solution](#)

294.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[disangan233's solution](#)

295.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[disangan233's solution](#)

296.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[disangan233's solution](#)

297.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[disangan233's solution](#)

298.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[disangan233's solution](#)

299.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[disangan233's solution](#)

300.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[disangan233's solution](#)

301.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[disangan233's solution](#)

302.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[disangan233's solution](#)

303.

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2019-08-08 · last AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings
[disangan233's solution](#)

304.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · last AC: 2019-07-01 · GNU C++11 (first AC) · Tags: data structures, sortings
[disangan233's solution](#)

305.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
[disangan233's solution](#)

306.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[disangan233's solution](#)

307.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[disangan233's solution](#)

308.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[disangan233's solution](#)

309.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[disangan233's solution](#)

310.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[disangan233's solution](#)

311.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation
[disangan233's solution](#)

312.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[disangan233's solution](#)

313.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[disangan233's solution](#)

314.

1186E

[Vus the Cossack and a Field](#) · Tutorial

Quality: 681 global accepts · Rating: 2500 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[disangan233's solution](#)

315.

1228F

[One Node is Gone](#) · Tutorial

Quality: 479 global accepts · Rating: 2500 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[disangan233's solution](#)

316.

1320D

[Reachable Strings](#) · Tutorial

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[disangan233's solution](#)

317.

1427E

[Xum](#) · Tutorial

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · last AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[disangan233's solution](#)

318.

1301E

[Nanosoft](#) · Tutorial

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[disangan233's solution](#)

319.

1381C

[Mastermind](#) · Tutorial

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[disangan233's solution](#)

320.

1375E

[Inversion SwapSort](#) · Tutorial

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[disangan233's solution](#)

321.

1305F

[Kuroni and the Punishment](#) · Tutorial

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[disangan233's solution](#)

322.

1284E

[New Year and Castle Construction](#) · Tutorial

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · last AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[disangan233's solution](#)

323.

868F

[Yet Another Minimization Problem](#) · Tutorial

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2019-10-10 · last AC: 2019-10-10 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[disangan233's solution](#)

324.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy
[disangan233's solution](#)

325.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[disangan233's solution](#)

326.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[disangan233's solution](#)

327.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[disangan233's solution](#)

328.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[disangan233's solution](#)

329.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[disangan233's solution](#)

330.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[disangan233's solution](#)

331.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[disangan233's solution](#)

332.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[disangan233's solution](#)

333.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings
[disangan233's solution](#)

334.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[disangan233's solution](#)

335.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2020-11-12 · last AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[disangan233's solution](#)

336.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[disangan233's solution](#)

337.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[disangan233's solution](#)

338.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[disangan233's solution](#)

339.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, greedy

[disangan233's solution](#)

340.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[disangan233's solution](#)

341.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[disangan233's solution](#)

342.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[disangan233's solution](#)

343.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[disangan233's solution](#)

344.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2019-03-25 · GNU C++11 (first AC) · Tags: math

[disangan233's solution](#)

345.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[disangan233's solution](#)

346.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[disangan233's solution](#)

347.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[disangan233's solution](#)

348.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, number theory

[disangan233's solution](#)

349.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · last AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[disangan233's solution](#)

350.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[disangan233's solution](#)

351.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[disangan233's solution](#)

352.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[disangan233's solution](#)

353.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[disangan233's solution](#)

354.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[disangan233's solution](#)

355.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[disangan233's solution](#)

356.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · last AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[disangan233's solution](#)

357.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[disangan233's solution](#)

358.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[disangan233's solution](#)

359.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[disangan233's solution](#)

360.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-03-24 · last AC: 2021-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[disangan233's solution](#)

361.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[disangan233's solution](#)

362.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[disangan233's solution](#)

363.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, trees

[disangan233's solution](#)

364.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees

[disangan233's solution](#)

365.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[disangan233's solution](#)

366.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[disangan233's solution](#)

367.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · last AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[disangan233's solution](#)

368.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees
[disangan233's solution](#)

369.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[disangan233's solution](#)

370.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[disangan233's solution](#)

371.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: bitmasks, dp
[disangan233's solution](#)

372.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation
[disangan233's solution](#)

373.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
[disangan233's solution](#)

374.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings
[disangan233's solution](#)

375.

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[disangan233's solution](#)

376.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, number theory

[disangan233's solution](#)

377.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[disangan233's solution](#)

378.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[disangan233's solution](#)

379.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[disangan233's solution](#)

380.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[disangan233's solution](#)

381.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[disangan233's solution](#)

382.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[disangan233's solution](#)

383.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[disangan233's solution](#)

384.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[disangan233's solution](#)

385.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-05-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[disangan233's solution](#)

386.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: two pointers
[disangan233's solution](#)

387.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[disangan233's solution](#)

388.

568E

[Longest Increasing Subsequence](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 3000 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[disangan233's solution](#)

389.

566C

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390.

559E

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391.

526F

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Quality: 3,409 global accepts · Rating: 3000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
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392.

506E

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Quality: 917 global accepts · Rating: 3000 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings
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393.

504E

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Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
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394.

1320E

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Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
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395.

1286D

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Quality: 728 global accepts · Rating: 3100 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices, probabilities
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396.

1239E

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Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
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397.

571D

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Quality: 808 global accepts · Rating: 3100 · first AC: 2021-03-01 · last AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees
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398.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math
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399.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math
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400.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[disangan233's solution](#)

401.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures
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402.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2020-06-29 · last AC: 2020-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings
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403.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[disangan233's solution](#)

404.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[disangan233's solution](#)

405.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-07-02 · last AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[disangan233's solution](#)

406.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: matrices, trees
[disangan233's solution](#)

407.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[disangan233's solution](#)

408.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
[disangan233's solution](#)

409.

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities
[disangan233's solution](#)

410.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings
[disangan233's solution](#)

411.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[disangan233's solution](#)

412.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, trees
[disangan233's solution](#)

413.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, graphs, math, probabilities
[disangan233's solution](#)

414.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
[disangan233's solution](#)

415.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[disangan233's solution](#)

416.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-07-22 · last AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[disangan233's solution](#)

417.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[disangan233's solution](#)

418.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[disangan233's solution](#)

419.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[disangan233's solution](#)

420.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[disangan233's solution](#)

421.

103941A

[Mocha Nut](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-06 · Clang++20 Diagnostics (first AC) · Tags: —

[disangan233's solution](#)

422.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[disangan233's solution](#)

423.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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424.

103470J

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425.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[disangan233's solution](#)

426.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[disangan233's solution](#)

427.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[disangan233's solution](#)

428.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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429.

103427I

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430.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
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431.

103427L

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432.

103427H

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433.

103427F

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Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[disangan233's solution](#)

434.

103427B

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Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
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435.

103427J

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436.

103427E

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437.

103990I

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438.

103990B

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103990D

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103990H

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Rating: — · first AC: 2022-10-27 · PyPy 3 (first AC) · Tags: —

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103990F

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103990C

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103990G

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