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Unique solved — dkxdjy

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

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

Filters: none

Count: 617

- 1.**
1985A
[Creating Words](#) · [Tutorial](#)
Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[dkxdjy's solution](#)
- 2.**
1873A
[Short Sort](#) · [Tutorial](#)
Quality: 71,392 global accepts · Rating: 800 · first AC: 2024-12-18 · GNU C11 (first AC) · Tags: brute force, implementation
[dkxdjy's solution](#)
- 3.**
1999A
[A+B Again?](#) · [Tutorial](#)
Quality: 83,928 global accepts · Rating: 800 · first AC: 2024-12-18 · Go (first AC) · Tags: implementation, math
[dkxdjy's solution](#)
- 4.**
1850A
[To My Critics](#) · [Tutorial](#)
Quality: 74,201 global accepts · Rating: 800 · first AC: 2024-12-18 · Java 21 (first AC) · Tags: implementation, sortings
[dkxdjy's solution](#)
- 5.**
620A
[Professor GukiZ's Robot](#) · [Tutorial](#)
Quality: 14,347 global accepts · Rating: 800 · first AC: 2024-12-18 · PyPy 3-64 (first AC) · Tags: implementation, math
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- 6.**
1915A
[Odd One Out](#) · [Tutorial](#)
Quality: 79,796 global accepts · Rating: 800 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation
[dkxdjy's solution](#)
- 7.**
1760A
[Medium Number](#) · [Tutorial](#)
Quality: 79,935 global accepts · Rating: 800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[dkxdjy's solution](#)
- 8.**
1791A
[Codeforces Checking](#) · [Tutorial](#)
Quality: 80,612 global accepts · Rating: 800 · first AC: 2024-05-30 · Rust 2021 (first AC) · Tags: implementation, strings
[dkxdjy's solution](#)
- 9.**
1807A
[Plus or Minus](#) · [Tutorial](#)
Quality: 84,711 global accepts · Rating: 800 · first AC: 2024-05-30 · Rust 2021 (first AC) · Tags: implementation
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- 10.**
1669A
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Quality: 88,531 global accepts · Rating: 800 · first AC: 2024-05-30 · Rust 2021 (first AC) · Tags: implementation
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11.

1676A

[Lucky?](#) · [Tutorial](#)

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12.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,295 global accepts · Rating: 800 · first AC: 2024-05-30 · Rust 2021 (first AC) · Tags: implementation
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13.

1916A

[2023](#) · [Tutorial](#)

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14.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,404 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[dkxdjy's solution](#)

15.

1783A

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

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16.

1703A

[YES or YES?](#) · [Tutorial](#)

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17.

1692A

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18.

80A

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Quality: 66,301 global accepts · Rating: 800 · first AC: 2022-07-11 · PyPy 3-64 (first AC) · Tags: brute force
[dkxdjy's solution](#)

19.

1619A

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20.

1624A

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21.

1616A

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Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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22.

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation

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23.

1325B

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24.

1325A

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25.

1426A

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26.

1296A

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27.

1462A

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28.

1369A

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29.

1385A

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30.

1535A

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31.

1358A

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32.

1283A

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33.

1520B

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34.

32B

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35.

1454A

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

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[dkxdjy's solution](#)

36.

1311A

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37.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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38.

1353A

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39.

1551A

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1472A

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41.

1472B

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42.

1371A

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43.

1560A

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44.

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45.

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46.

1512A

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47.

1348A

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48.

1520A

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49.

1367B

[Even Array](#) · [Tutorial](#)

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50.

1399B

[Gifts Fixing](#) · [Tutorial](#)

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51.

1360A

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52.

1374A

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53.

1360B

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54.

1353B

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55.

1343B

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56.

1367A

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57.

1409A

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58.

1352A

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59.

1399A

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60.

1335A

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61.

1328A

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62.

1542A

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63.

1466B

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64.

1466A

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65.

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66.

1305A

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67.

1307A

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68.

978B

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69.

1285A

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1284A

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71.

1270A

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72.

701A

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73.

1003A

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74.

1228A

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75.

1114A

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76.

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77.

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78.

1186A

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80.

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721A

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82.

1095A

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83.

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84.

1196A

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85.

381A

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86.

959A

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87.

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88.

686A

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89.

1077A

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90.

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91.

9A

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92.

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93.

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94.

996A

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95.

151A

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96.

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97.

630A

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98.

431A

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99.

1030A

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100.

1154A

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[dkxdjy's solution](#)

101.

4A

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102.

1097A

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

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103.

1091A

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104.

1081A

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105.

977A

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106.

1056A

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107.

1043A

[Elections](#) · [Tutorial](#)

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[dkxdjy's solution](#)

108.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[dkxdjy's solution](#)

109.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dkxdjy's solution](#)

110.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dkxdjy's solution](#)

111.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[dkxdjy's solution](#)

112.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,945 global accepts · Rating: 800 · first AC: 2018-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dkxdjy's solution](#)

113.

992A

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

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[dkxdjy's solution](#)

114.

952A

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

Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, math

[dkxdjy's solution](#)

115.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[dkxdjy's solution](#)

116.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[dkxdjy's solution](#)

117.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dkxdjy's solution](#)

118.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[dkxdjy's solution](#)

119.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 800 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[dkxdjy's solution](#)

120.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,206 global accepts · Rating: 800 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

121.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

122.

758A

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

Quality: 75,303 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation, math

[dkxdjy's solution](#)

123.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[dkxdjy's solution](#)

124.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

125.

599A

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

Quality: 31,437 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

126.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,000 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[dkxdjy's solution](#)

127.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,582 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

128.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

129.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,125 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[dkxdjy's solution](#)

130.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[dkxdjy's solution](#)

131.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,235 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

132.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,504 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[dkxdjy's solution](#)

133.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

134.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,831 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[dkxdjy's solution](#)

135.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[dkxdjy's solution](#)

136.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,954 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation, math

[dkxdjy's solution](#)

137.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

138.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

139.

723A

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

Quality: 100,710 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[dkxdjy's solution](#)

140.

155A

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

Quality: 93,661 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force

[dkxdjy's solution](#)

141.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,516 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation, strings
[dkxdjy's solution](#)

142.

59A

[Word](#) · [Tutorial](#)

Quality: 227,910 global accepts · Rating: 800 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation, strings
[dkxdjy's solution](#)

143.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: games, math
[dkxdjy's solution](#)

144.

822A

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

Quality: 36,807 global accepts · Rating: 800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[dkxdjy's solution](#)

145.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,520 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, strings
[dkxdjy's solution](#)

146.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,120 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: math
[dkxdjy's solution](#)

147.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation
[dkxdjy's solution](#)

148.

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force, greedy
[dkxdjy's solution](#)

149.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation
[dkxdjy's solution](#)

150.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,687 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: greedy, math
[dkxdjy's solution](#)

151.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: *special, implementation
[dkxdjy's solution](#)

152.

71A

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

Quality: 503,222 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: strings

[dkxdjy's solution](#)

153.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,542 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

154.

112A

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

Quality: 287,234 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, strings

[dkxdjy's solution](#)

155.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,328 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[dkxdjy's solution](#)

156.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,969 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, strings

[dkxdjy's solution](#)

157.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[dkxdjy's solution](#)

158.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[dkxdjy's solution](#)

159.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

160.

110A

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

Quality: 199,487 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

161.

472A

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

Quality: 70,770 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: math, number theory

[dkxdjy's solution](#)

162.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,926 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

163.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force

[dkxdjy's solution](#)

164.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

165.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

166.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,073 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[dkxdjy's solution](#)

167.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,436 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, strings

[dkxdjy's solution](#)

168.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,805 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

169.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,134 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, math

[dkxdjy's solution](#)

170.

144A

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

Quality: 121,393 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

171.

546A

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

Quality: 235,195 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[dkxdjy's solution](#)

172.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

173.

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force

[dkxdjy's solution](#)

174.

61A

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

Quality: 136,206 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

175.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,038 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[dkxdjy's solution](#)

176.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,193 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[dkxdjy's solution](#)

177.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,557 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

178.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,907 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

179.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,405 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[dkxdjy's solution](#)

180.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,413 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, math

[dkxdjy's solution](#)

181.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[dkxdjy's solution](#)

182.

821A

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

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

183.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,023 global accepts · Rating: 900 · first AC: 2022-07-11 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[dkxdjy's solution](#)

184.

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,598 global accepts · Rating: 900 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[dkxdjy's solution](#)

185.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,244 global accepts · Rating: 900 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[dkxdjy's solution](#)

186.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,581 global accepts · Rating: 900 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[dkxdjy's solution](#)

187.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,811 global accepts · Rating: 900 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[dkxdjy's solution](#)

188.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,387 global accepts · Rating: 900 · first AC: 2021-07-05 · Java 11 (first AC) · Tags: brute force, math

[dkxdjy's solution](#)

189.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dkxdjy's solution](#)

190.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-11-25 · Java 8 (first AC) · Tags: math

[dkxdjy's solution](#)

191.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[dkxdjy's solution](#)

192.

115A

[Party](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 900 · first AC: 2019-07-16 · Python 3 (first AC) · Tags: dfs and similar, graphs, trees

[dkxdjy's solution](#)

193.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-07-07 · PyPy 3 (first AC) · Tags: math

[dkxdjy's solution](#)

194.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[dkxdjy's solution](#)

195.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[dkxdjy's solution](#)

196.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dkxdjy's solution](#)

197.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[dkxdjy's solution](#)

198.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: greedy, implementation
[dkxdjy's solution](#)

199.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,621 global accepts · Rating: 900 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: greedy, implementation
[dkxdjy's solution](#)

200.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation
[dkxdjy's solution](#)

201.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,388 global accepts · Rating: 900 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: greedy
[dkxdjy's solution](#)

202.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: greedy
[dkxdjy's solution](#)

203.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,677 global accepts · Rating: 900 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation
[dkxdjy's solution](#)

204.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,037 global accepts · Rating: 900 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation, number theory
[dkxdjy's solution](#)

205.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,472 global accepts · Rating: 900 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[dkxdjy's solution](#)

206.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: implementation
[dkxdjy's solution](#)

207.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

208.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

209.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: math

[dkxdjy's solution](#)

210.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,683 global accepts · Rating: 900 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[dkxdjy's solution](#)

211.

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, strings

[dkxdjy's solution](#)

212.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

213.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,703 global accepts · Rating: 900 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[dkxdjy's solution](#)

214.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[dkxdjy's solution](#)

215.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

216.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: greedy

[dkxdjy's solution](#)

217.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: strings

[dkxdjy's solution](#)

218.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,985 global accepts · Rating: 900 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[dkxdjy's solution](#)

219.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2024-12-18 · Rust 2021 (first AC) · Tags: implementation

[dkxdjy's solution](#)

220.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dkxdjy's solution](#)

221.

1620B

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

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[dkxdjy's solution](#)

222.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[dkxdjy's solution](#)

223.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[dkxdjy's solution](#)

224.

43A

[Football](#) · [Tutorial](#)

Quality: 69,161 global accepts · Rating: 1000 · first AC: 2019-11-25 · Java 8 (first AC) · Tags: strings

[dkxdjy's solution](#)

225.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-11-25 · Java 8 (first AC) · Tags: implementation, math

[dkxdjy's solution](#)

226.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-11-25 · Java 8 (first AC) · Tags: implementation

[dkxdjy's solution](#)

227.

1241B

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

Rating: 1000 · first AC: 2019-11-25 · Java 8 (first AC) · Tags: brute force, strings

[dkxdjy's solution](#)

228.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[dkxdjy's solution](#)

229.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-30 · Python 3 (first AC) · Tags: geometry, math

[dkxdjy's solution](#)

230.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2019-07-16 · last AC: 2019-07-16 · Python 3 (first AC) · Tags: constructive algorithms, math

[dkxdjy's solution](#)

231.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2019-07-16 · Python 3 (first AC) · Tags: dp, greedy

[dkxdjy's solution](#)

232.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2019-07-16 · Python 3 (first AC) · Tags: math

[dkxdjy's solution](#)

233.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[dkxdjy's solution](#)

234.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[dkxdjy's solution](#)

235.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,980 global accepts · Rating: 1000 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[dkxdjy's solution](#)

236.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dkxdjy's solution](#)

237.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[dkxdjy's solution](#)

238.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[dkxdjy's solution](#)

239.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[dkxdjy's solution](#)

240.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: math

[dkxdjy's solution](#)

241.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 1000 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: bitmasks

[dkxdjy's solution](#)

242.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation, math

[dkxdjy's solution](#)

243.

577A

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

Quality: 45,283 global accepts · Rating: 1000 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation, number theory

[dkxdjy's solution](#)

244.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,783 global accepts · Rating: 1000 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation, math

[dkxdjy's solution](#)

245.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: math

[dkxdjy's solution](#)

246.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[dkxdjy's solution](#)

247.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,372 global accepts · Rating: 1000 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

248.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2017-07-21 · GNU C++11 (first AC) · Tags: dp, greedy, math

[dkxdjy's solution](#)

249.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[dkxdjy's solution](#)

250.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,354 global accepts · Rating: 1000 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, math

[dkxdjy's solution](#)

251.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, strings
[dkxdjy's solution](#)

252.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, strings
[dkxdjy's solution](#)

253.

500A

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

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation
[dkxdjy's solution](#)

254.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: greedy, strings
[dkxdjy's solution](#)

255.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force, number theory
[dkxdjy's solution](#)

256.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,264 global accepts · Rating: 1000 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation
[dkxdjy's solution](#)

257.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force, math
[dkxdjy's solution](#)

258.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: math
[dkxdjy's solution](#)

259.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[dkxdjy's solution](#)

260.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[dkxdjy's solution](#)

261.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[dkxdjy's solution](#)

262.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[dkxdjy's solution](#)

263.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · Java 8 (first AC) · Tags: greedy, math

[dkxdjy's solution](#)

264.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2019-07-16 · Python 3 (first AC) · Tags: dp, greedy, implementation, math

[dkxdjy's solution](#)

265.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2019-07-16 · Python 3 (first AC) · Tags: greedy, implementation

[dkxdjy's solution](#)

266.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,068 global accepts · Rating: 1100 · first AC: 2019-07-16 · Python 3 (first AC) · Tags: brute force, dp

[dkxdjy's solution](#)

267.

368B

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

Quality: 49,898 global accepts · Rating: 1100 · first AC: 2019-07-16 · Python 3 (first AC) · Tags: data structures, dp

[dkxdjy's solution](#)

268.

1033B

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

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[dkxdjy's solution](#)

269.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[dkxdjy's solution](#)

270.

706B

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

Quality: 84,437 global accepts · Rating: 1100 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[dkxdjy's solution](#)

271.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,782 global accepts · Rating: 1100 · first AC: 2018-07-23 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[dkxdjy's solution](#)

272.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2018-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[dkxdjy's solution](#)

273.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[dkxdjy's solution](#)

274.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-07 · last AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[dkxdjy's solution](#)

275.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[dkxdjy's solution](#)

276.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: geometry, implementation, math
[dkxdjy's solution](#)

277.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[dkxdjy's solution](#)

278.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,187 global accepts · Rating: 1100 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation
[dkxdjy's solution](#)

279.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation
[dkxdjy's solution](#)

280.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: implementation
[dkxdjy's solution](#)

281.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: *special, greedy, implementation
[dkxdjy's solution](#)

282.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation, math
[dkxdjy's solution](#)

283.

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[dkxdjy's solution](#)

284.

1352C

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

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[dkxdjy's solution](#)

285.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[dkxdjy's solution](#)

286.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[dkxdjy's solution](#)

287.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · Java 8 (first AC) · Tags: constructive algorithms

[dkxdjy's solution](#)

288.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[dkxdjy's solution](#)

289.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[dkxdjy's solution](#)

290.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[dkxdjy's solution](#)

291.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dkxdjy's solution](#)

292.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dkxdjy's solution](#)

293.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[dkxdjy's solution](#)

294.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dkxdjy's solution](#)

295.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[dkxdjy's solution](#)

296.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[dkxdjy's solution](#)

297.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[dkxdjy's solution](#)

298.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: implementation
[dkxdjy's solution](#)

299.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[dkxdjy's solution](#)

300.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,535 global accepts · Rating: 1200 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: binary search, implementation
[dkxdjy's solution](#)

301.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,901 global accepts · Rating: 1200 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[dkxdjy's solution](#)

302.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings
[dkxdjy's solution](#)

303.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: implementation
[dkxdjy's solution](#)

304.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: implementation

[dkxdjy's solution](#)

305.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,314 global accepts · Rating: 1200 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[dkxdjy's solution](#)

306.

1466C

[Canine poetry · Tutorial](#)

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

[dkxdjy's solution](#)

307.

1326C

[Permutation Partitions · Tutorial](#)

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[dkxdjy's solution](#)

308.

1322A

[Unusual Competitions · Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[dkxdjy's solution](#)

309.

1307B

[Cow and Friend · Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[dkxdjy's solution](#)

310.

1209B

[Koala and Lights · Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[dkxdjy's solution](#)

311.

1178C

[Tiles · Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[dkxdjy's solution](#)

312.

1178B

[WOW Factor · Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[dkxdjy's solution](#)

313.

451B

[Sort the Array · Tutorial](#)

Quality: 52,866 global accepts · Rating: 1300 · first AC: 2019-07-16 · Python 3 (first AC) · Tags: implementation, sortings

[dkxdjy's solution](#)

314.

1055B

[Alice and Hairdresser · Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[dkxdjy's solution](#)

315.

1063A

[Oh Those Palindromes · Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[dkxdjy's solution](#)

316.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,261 global accepts · Rating: 1300 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[dkxdjy's solution](#)

317.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[dkxdjy's solution](#)

318.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[dkxdjy's solution](#)

319.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[dkxdjy's solution](#)

320.

889A

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[dkxdjy's solution](#)

321.

871A

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[dkxdjy's solution](#)

322.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,488 global accepts · Rating: 1300 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: combinatorics, implementation, sortings

[dkxdjy's solution](#)

323.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[dkxdjy's solution](#)

324.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[dkxdjy's solution](#)

325.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force, dp

[dkxdjy's solution](#)

326.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: brute force

[dkxdjy's solution](#)

327.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,509 global accepts · Rating: 1300 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[dkxdjy's solution](#)

328.

4C

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

Quality: 108,135 global accepts · Rating: 1300 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[dkxdjy's solution](#)

329.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force, math

[dkxdjy's solution](#)

330.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[dkxdjy's solution](#)

331.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[dkxdjy's solution](#)

332.

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

[dkxdjy's solution](#)

333.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[dkxdjy's solution](#)

334.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-11-25 · Java 8 (first AC) · Tags: brute force, divide and conquer, interactive, math

[dkxdjy's solution](#)

335.

279B

[Books](#) · [Tutorial](#)

Quality: 72,423 global accepts · Rating: 1400 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: binary search, brute force, implementation, two pointers

[dkxdjy's solution](#)

336.

1190A

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

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

337.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[dkxdjy's solution](#)

338.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[dkxdjy's solution](#)

339.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,179 global accepts · Rating: 1400 · first AC: 2018-07-20 · last AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[dkxdjy's solution](#)

340.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · last AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[dkxdjy's solution](#)

341.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings
[dkxdjy's solution](#)

342.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[dkxdjy's solution](#)

343.

865A

[Save the problem!](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[dkxdjy's solution](#)

344.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,679 global accepts · Rating: 1400 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[dkxdjy's solution](#)

345.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 1400 · first AC: 2017-08-07 · GNU C++11 (first AC) · Tags: brute force
[dkxdjy's solution](#)

346.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2022-04-01 · last AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

dp, strings, two pointers

[dkxdjy's solution](#)

347.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[dkxdjy's solution](#)

348.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-05 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[dkxdjy's solution](#)

349.

1466D

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

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

[dkxdjy's solution](#)

350.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[dkxdjy's solution](#)

351.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[dkxdjy's solution](#)

352.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[dkxdjy's solution](#)

353.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[dkxdjy's solution](#)

354.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dkxdjy's solution](#)

355.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,459 global accepts · Rating: 1500 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[dkxdjy's solution](#)

356.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[dkxdjy's solution](#)

357.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dkxdjy's solution](#)

358.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[dkxdjy's solution](#)

359.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[dkxdjy's solution](#)

360.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dkxdjy's solution](#)

361.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2019-07-16 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[dkxdjy's solution](#)

362.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[dkxdjy's solution](#)

363.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[dkxdjy's solution](#)

364.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[dkxdjy's solution](#)

365.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[dkxdjy's solution](#)

366.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dkxdjy's solution](#)

367.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[dkxdjy's solution](#)

368.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[dkxdjy's solution](#)

369.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[dkxdjy's solution](#)

370.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,615 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[dkxdjy's solution](#)

371.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[dkxdjy's solution](#)

372.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[dkxdjy's solution](#)

373.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers

[dkxdjy's solution](#)

374.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[dkxdjy's solution](#)

375.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[dkxdjy's solution](#)

376.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[dkxdjy's solution](#)

377.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · last AC: 2017-09-17 · GNU C++11 (first AC) · Tags: dp, games
[dkxdjy's solution](#)

378.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy
[dkxdjy's solution](#)

379.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,971 global accepts · Rating: 1500 · first AC: 2017-08-14 · GNU C++11 (first AC) · Tags: dp
[dkxdjy's solution](#)

380.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[dkxdjy's solution](#)

381.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation
[dkxdjy's solution](#)

382.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: data structures, greedy, trees
[dkxdjy's solution](#)

383.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2022-02-20 · last AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[dkxdjy's solution](#)

384.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[dkxdjy's solution](#)

385.

1305C

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

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[dkxdjy's solution](#)

386.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[dkxdjy's solution](#)

387.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[dkxdjy's solution](#)

388.

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
[dkxdjy's solution](#)

389.

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[dkxdjy's solution](#)

390.

1252C

[Even Path](#) · [Tutorial](#)

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

391.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · last AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[dkxdjy's solution](#)

392.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[dkxdjy's solution](#)

393.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
[dkxdjy's solution](#)

394.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[dkxdjy's solution](#)

395.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[dkxdjy's solution](#)

396.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
[dkxdjy's solution](#)

397.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[dkxdjy's solution](#)

398.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[dkxdjy's solution](#)

399.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games
[dkxdjy's solution](#)

400.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[dkxdjy's solution](#)

401.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[dkxdjy's solution](#)

402.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[dkxdjy's solution](#)

403.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[dkxdjy's solution](#)

404.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[dkxdjy's solution](#)

405.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dkxdjy's solution](#)

406.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[dkxdjy's solution](#)

407.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[dkxdjy's solution](#)

408.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy

[dkxdjy's solution](#)

409.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[dkxdjy's solution](#)

410.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · last AC: 2017-09-27 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[dkxdjy's solution](#)

411.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[dkxdjy's solution](#)

412.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: implementation, strings

[dkxdjy's solution](#)

413.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2017-07-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[dkxdjy's solution](#)

414.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[dkxdjy's solution](#)

415.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[dkxdjy's solution](#)

416.

822C

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

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[dkxdjy's solution](#)

417.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[dkxdjy's solution](#)

418.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · last AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[dkxdjy's solution](#)

419.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[dkxdjy's solution](#)

420.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[dkxdjy's solution](#)

421.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[dkxdjy's solution](#)

422.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dkxdjy's solution](#)

423.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[dkxdjy's solution](#)

424.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[dkxdjy's solution](#)

425.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[dkxdjy's solution](#)

426.

1044A

[The Tower is Going Home](#) · [Tutorial](#)

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[dkxdjy's solution](#)

427.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · last AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[dkxdjy's solution](#)

428.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[dkxdjy's solution](#)

429.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[dkxdjy's solution](#)

430.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[dkxdjy's solution](#)

431.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[dkxdjy's solution](#)

432.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[dkxdjy's solution](#)

433.

949B

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

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[dkxdjy's solution](#)

434.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar
[dkxdjy's solution](#)

435.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers
[dkxdjy's solution](#)

436.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[dkxdjy's solution](#)

437.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-07-30 · last AC: 2017-08-12 · GNU C++11 (first AC) · Tags: math
[dkxdjy's solution](#)

438.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings
[dkxdjy's solution](#)

439.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[dkxdjy's solution](#)

440.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2022-03-20 · Java 8 (first AC) · Tags: binary search, brute force

[dkxdjy's solution](#)

441.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[dkxdjy's solution](#)

442.

1466E

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

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

[dkxdjy's solution](#)

443.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[dkxdjy's solution](#)

444.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[dkxdjy's solution](#)

445.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[dkxdjy's solution](#)

446.

1290B

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

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[dkxdjy's solution](#)

447.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[dkxdjy's solution](#)

448.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[dkxdjy's solution](#)

449.

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[dkxdjy's solution](#)

450.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[dkxdjy's solution](#)

451.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dkxdjy's solution](#)

452.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[dkxdjy's solution](#)

453.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[dkxdjy's solution](#)

454.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[dkxdjy's solution](#)

455.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[dkxdjy's solution](#)

456.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[dkxdjy's solution](#)

457.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[dkxdjy's solution](#)

458.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[dkxdjy's solution](#)

459.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · last AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[dkxdjy's solution](#)

460.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dp

[dkxdjy's solution](#)

461.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[dkxdjy's solution](#)

462.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[dkxdjy's solution](#)

463.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[dkxdjy's solution](#)

464.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[dkxdjy's solution](#)

465.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[dkxdjy's solution](#)

466.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[dkxdjy's solution](#)

467.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[dkxdjy's solution](#)

468.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[dkxdjy's solution](#)

469.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[dkxdjy's solution](#)

470.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[dkxdjy's solution](#)

471.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[dkxdjy's solution](#)

472.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[dkxdjy's solution](#)

473.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[dkxdjy's solution](#)

474.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[dkxdjy's solution](#)

475.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dkxdjy's solution](#)

476.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[dkxdjy's solution](#)

477.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[dkxdjy's solution](#)

478.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dkxdjy's solution](#)

479.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[dkxdjy's solution](#)

480.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dkxdjy's solution](#)

481.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[dkxdjy's solution](#)

482.

949C

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

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · last AC: 2018-05-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[dkxdjy's solution](#)

483.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[dkxdjy's solution](#)

484.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[dkxdjy's solution](#)

485.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dkxdjy's solution](#)

486.

865B

[Ordering Pizza](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search

[dkxdjy's solution](#)

487.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-12 · last AC: 2017-08-12 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[dkxdjy's solution](#)

488.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[dkxdjy's solution](#)

489.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2017-06-26 · last AC: 2017-06-26 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[dkxdjy's solution](#)

490.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[dkxdjy's solution](#)

491.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[dkxdjy's solution](#)

492.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[dkxdjy's solution](#)

493.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings
[dkxdjy's solution](#)

494.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[dkxdjy's solution](#)

495.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp
[dkxdjy's solution](#)

496.

1240B

[Sequence Sorting](#) · [Tutorial](#)

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

497.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[dkxdjy's solution](#)

498.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[dkxdjy's solution](#)

499.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[dkxdjy's solution](#)

500.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[dkxdjy's solution](#)

501.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[dkxdjy's solution](#)

502.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[dkxdjy's solution](#)

503.

1060E

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

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[dkxdjy's solution](#)

504.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[dkxdjy's solution](#)

505.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[dkxdjy's solution](#)

506.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[dkxdjy's solution](#)

507.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[dkxdjy's solution](#)

508.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[dkxdjy's solution](#)

509.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[dkxdjy's solution](#)

510.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[dkxdjy's solution](#)

511.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[dkxdjy's solution](#)

512.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive

[dkxdjy's solution](#)

513.

1466F

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

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

[dkxdjy's solution](#)

514.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[dkxdjy's solution](#)

515.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[dkxdjy's solution](#)

516.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[dkxdjy's solution](#)

517.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[dkxdjy's solution](#)

518.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[dkxdjy's solution](#)

519.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[dkxdjy's solution](#)

520.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[dkxdjy's solution](#)

521.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[dkxdjy's solution](#)

522.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[dkxdjy's solution](#)

523.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[dkxdjy's solution](#)

524.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[dkxdjy's solution](#)

525.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[dkxdjy's solution](#)

526.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[dkxdjy's solution](#)

527.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dkxdjy's solution](#)

528.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[dkxdjy's solution](#)

529.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dkxdjy's solution](#)

530.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
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531.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation
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532.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
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533.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
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534.

875C

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Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation
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535.

859D

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Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · last AC: 2017-09-17 · GNU C++11 (first AC) · Tags: dp, probabilities, trees
[dkxdjy's solution](#)

536.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees
[dkxdjy's solution](#)

537.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: data structures
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538.

850B

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Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: implementation, number theory
[dkxdjy's solution](#)

539.

838B

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Quality: 1,077 global accepts · Rating: 2100 · first AC: 2017-08-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[dkxdjy's solution](#)

540.

827C

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Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: data structures, strings

[dkxdjy's solution](#)

541.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2017-06-26 · GNU C++11 (first AC) · Tags: dp, matrices

[dkxdjy's solution](#)

542.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[dkxdjy's solution](#)

543.

1336C

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Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[dkxdjy's solution](#)

544.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[dkxdjy's solution](#)

545.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dkxdjy's solution](#)

546.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · last AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[dkxdjy's solution](#)

547.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[dkxdjy's solution](#)

548.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[dkxdjy's solution](#)

549.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[dkxdjy's solution](#)

550.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[dkxdjy's solution](#)

551.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[dkxdjy's solution](#)

552.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dkxdjy's solution](#)

553.

908D

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

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities
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554.

901B

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Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[dkxdjy's solution](#)

555.

765E

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Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees
[dkxdjy's solution](#)

556.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-19 · last AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees
[dkxdjy's solution](#)

557.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: greedy
[dkxdjy's solution](#)

558.

850C

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Quality: 1,866 global accepts · Rating: 2200 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, games
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559.

839D

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Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-12 · last AC: 2017-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[dkxdjy's solution](#)

560.

834D

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Rating: 2200 · first AC: 2017-07-30 · last AC: 2017-07-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp
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561.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[dkxdjy's solution](#)

562.

1322C

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Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[dkxdjy's solution](#)

563.

856B

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Quality: 619 global accepts · Rating: 2300 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings, trees

[dkxdjy's solution](#)

564.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[dkxdjy's solution](#)

565.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[dkxdjy's solution](#)

566.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dkxdjy's solution](#)

567.

1190C

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Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[dkxdjy's solution](#)

568.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · last AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[dkxdjy's solution](#)

569.

808G

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Quality: 3,769 global accepts · Rating: 2300 · first AC: 2018-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[dkxdjy's solution](#)

570.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2017-12-16 · last AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[dkxdjy's solution](#)

571.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[dkxdjy's solution](#)

572.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[dkxdjy's solution](#)

573.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2017-06-26 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[dkxdjy's solution](#)

574.

1290C

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

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[dkxdjy's solution](#)

575.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[dkxdjy's solution](#)

576.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[dkxdjy's solution](#)

577.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[dkxdjy's solution](#)

578.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[dkxdjy's solution](#)

579.

1027F

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Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[dkxdjy's solution](#)

580.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[dkxdjy's solution](#)

581.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[dkxdjy's solution](#)

582.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[dkxdjy's solution](#)

583.

1305F

[Kuron and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[dkxdjy's solution](#)

584.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · last AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[dkxdjy's solution](#)

585.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft

[dkxdjy's solution](#)

586.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · last AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[dkxdjy's solution](#)

587.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[dkxdjy's solution](#)

588.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[dkxdjy's solution](#)

589.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[dkxdjy's solution](#)

590.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-23 · last AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[dkxdjy's solution](#)

591.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[dkxdjy's solution](#)

592.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[dkxdjy's solution](#)

593.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[dkxdjy's solution](#)

594.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[dkxdjy's solution](#)

595.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[dkxdjy's solution](#)

596.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[dkxdjy's solution](#)

597.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dkxdjy's solution](#)

598.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[dkxdjy's solution](#)

599.

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[dkxdjy's solution](#)

600.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[dkxdjy's solution](#)

601.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-20 · last AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[dkxdjy's solution](#)

602.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[dkxdjy's solution](#)

603.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dkxdjy's solution](#)

604.

839E

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[dkxdjy's solution](#)

605.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-09 · last AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math

[dkxdjy's solution](#)

606.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[dkxdjy's solution](#)

607.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2020-04-09 · last AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math

[dkxdjy's solution](#)

608.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[dkxdjy's solution](#)

609.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[dkxdjy's solution](#)

610.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[dkxdjy's solution](#)

611.

102433C

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

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[dkxdjy's solution](#)

612.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[dkxdjy's solution](#)

613.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[dkxdjy's solution](#)

614.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[dkxdjy's solution](#)

615.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[dkxdjy's solution](#)

616.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[dkxdjy's solution](#)

617.

102512F

[Opposition](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[dkxdjy's solution](#)