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30.

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88.

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96.

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1392A

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98.

1325B

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100.

1230A

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101.

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102.

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103.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[donbasta's solution](#)

104.

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[donbasta's solution](#)

105.

1104A

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

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[donbasta's solution](#)

106.

1102A

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

Quality: 26,617 global accepts · Rating: 800 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[donbasta's solution](#)

107.

1097A

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

Quality: 43,814 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[donbasta's solution](#)

108.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[donbasta's solution](#)

109.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,635 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[donbasta's solution](#)

110.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[donbasta's solution](#)

111.

1087A

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

Rating: 800 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[donbasta's solution](#)

112.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[donbasta's solution](#)

113.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,276 global accepts · Rating: 800 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[donbasta's solution](#)

114.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[donbasta's solution](#)

115.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[donbasta's solution](#)

116.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[donbasta's solution](#)

117.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[donbasta's solution](#)

118.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[donbasta's solution](#)

119.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,255 global accepts · Rating: 800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[donbasta's solution](#)

120.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 800 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: implementation, math

[donbasta's solution](#)

121.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math

[donbasta's solution](#)

122.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math

[donbasta's solution](#)

123.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: implementation, math

[donbasta's solution](#)

124.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,099 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: implementation

[donbasta's solution](#)

125.

266A

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

Quality: 244,640 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: implementation

[donbasta's solution](#)

126.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[donbasta's solution](#)

127.

281A

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

Quality: 271,062 global accepts · Rating: 800 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: implementation, strings

[donbasta's solution](#)

128.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,448 global accepts · Rating: 800 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[donbasta's solution](#)

129.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: brute force, greedy

[donbasta's solution](#)

130.

467A

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

Quality: 155,977 global accepts · Rating: 800 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: implementation

[donbasta's solution](#)

131.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: implementation, strings

[donbasta's solution](#)

132.

112A

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

Quality: 287,327 global accepts · Rating: 800 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: implementation, strings

[donbasta's solution](#)

133.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,404 global accepts · Rating: 800 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: implementation

[donbasta's solution](#)

134.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2018-09-09 · GNU C++11 (first AC) · Tags: *special, implementation

[donbasta's solution](#)

135.

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2018-09-09 · GNU C++11 (first AC) · Tags: strings

[donbasta's solution](#)

136.

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-09-09 · GNU C++11 (first AC) · Tags: math

[donbasta's solution](#)

137.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2015-12-27 · last AC: 2018-09-07 · GNU C++11 (first AC) · Tags: greedy, math

[donbasta's solution](#)

138.

110A

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

Quality: 199,544 global accepts · Rating: 800 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: implementation

[donbasta's solution](#)

139.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,693 global accepts · Rating: 800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: math, probabilities

[donbasta's solution](#)

140.

599A

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

Quality: 31,442 global accepts · Rating: 800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: implementation

[donbasta's solution](#)

141.

546A

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

Quality: 235,269 global accepts · Rating: 800 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[donbasta's solution](#)

142.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[donbasta's solution](#)

143.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,956 global accepts · Rating: 800 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: implementation

[donbasta's solution](#)

144.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: brute force, math

[donbasta's solution](#)

145.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,560 global accepts · Rating: 900 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[donbasta's solution](#)

146.

1992C

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

Quality: 33,274 global accepts · Rating: 900 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[donbasta's solution](#)

147.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,412 global accepts · Rating: 900 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[donbasta's solution](#)

148.

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[donbasta's solution](#)

149.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[donbasta's solution](#)

150.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[donbasta's solution](#)

151.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[donbasta's solution](#)

152.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[donbasta's solution](#)

153.

1927B

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

Quality: 38,142 global accepts · Rating: 900 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[donbasta's solution](#)

154.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[donbasta's solution](#)

155.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[donbasta's solution](#)

156.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[donbasta's solution](#)

157.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[donbasta's solution](#)

158.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[donbasta's solution](#)

159.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[donbasta's solution](#)

160.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[donbasta's solution](#)

161.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[donbasta's solution](#)

162.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[donbasta's solution](#)

163.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[donbasta's solution](#)

164.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[donbasta's solution](#)

165.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[donbasta's solution](#)

166.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[donbasta's solution](#)

167.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[donbasta's solution](#)

168.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[donbasta's solution](#)

169.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[donbasta's solution](#)

170.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[donbasta's solution](#)

171.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[donbasta's solution](#)

172.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[donbasta's solution](#)

173.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[donbasta's solution](#)

174.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[donbasta's solution](#)

175.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[donbasta's solution](#)

176.

1080B

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

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[donbasta's solution](#)

177.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[donbasta's solution](#)

178.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: *special, dfs and similar, trees

[donbasta's solution](#)

179.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: implementation, strings

[donbasta's solution](#)

180.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: implementation, strings

[donbasta's solution](#)

181.

580A

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

Quality: 104,713 global accepts · Rating: 900 · first AC: 2018-09-09 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[donbasta's solution](#)

182.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,040 global accepts · Rating: 900 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[donbasta's solution](#)

183.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: brute force, geometry

[donbasta's solution](#)

184.

11A

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

Quality: 15,497 global accepts · Rating: 900 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[donbasta's solution](#)

185.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,742 global accepts · Rating: 1000 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[donbasta's solution](#)

186.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,118 global accepts · Rating: 1000 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[donbasta's solution](#)

187.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[donbasta's solution](#)

188.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[donbasta's solution](#)

189.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[donbasta's solution](#)

190.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[donbasta's solution](#)

191.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[donbasta's solution](#)

192.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[donbasta's solution](#)

193.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[donbasta's solution](#)

194.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[donbasta's solution](#)

195.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[donbasta's solution](#)

196.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[donbasta's solution](#)

197.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: strings
[donbasta's solution](#)

198.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[donbasta's solution](#)

199.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings
[donbasta's solution](#)

200.

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[donbasta's solution](#)

201.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[donbasta's solution](#)

202.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[donbasta's solution](#)

203.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[donbasta's solution](#)

204.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[donbasta's solution](#)

205.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[donbasta's solution](#)

206.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[donbasta's solution](#)

207.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,592 global accepts · Rating: 1000 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[donbasta's solution](#)

208.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[donbasta's solution](#)

209.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[donbasta's solution](#)

210.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[donbasta's solution](#)

211.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,092 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[donbasta's solution](#)

212.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[donbasta's solution](#)

213.

1174A

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

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[donbasta's solution](#)

214.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[donbasta's solution](#)

215.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[donbasta's solution](#)

216.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[donbasta's solution](#)

217.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[donbasta's solution](#)

218.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[donbasta's solution](#)

219.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, math
[donbasta's solution](#)

220.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings
[donbasta's solution](#)

221.

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[donbasta's solution](#)

222.

339B

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

Quality: 81,391 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: implementation
[donbasta's solution](#)

223.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math
[donbasta's solution](#)

224.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: implementation, strings
[donbasta's solution](#)

225.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,420 global accepts · Rating: 1000 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: implementation, math
[donbasta's solution](#)

226.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: implementation, math
[donbasta's solution](#)

227.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,023 global accepts · Rating: 1000 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: greedy, strings

[donbasta's solution](#)

228.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: greedy

[donbasta's solution](#)

229.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-25 · Python 3 (first AC) · Tags: implementation, strings

[donbasta's solution](#)

230.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: math

[donbasta's solution](#)

231.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: math

[donbasta's solution](#)

232.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[donbasta's solution](#)

233.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[donbasta's solution](#)

234.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[donbasta's solution](#)

235.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[donbasta's solution](#)

236.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[donbasta's solution](#)

237.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,374 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[donbasta's solution](#)

238.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[donbasta's solution](#)

239.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[donbasta's solution](#)

240.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[donbasta's solution](#)

241.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[donbasta's solution](#)

242.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[donbasta's solution](#)

243.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[donbasta's solution](#)

244.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
[donbasta's solution](#)

245.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[donbasta's solution](#)

246.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[donbasta's solution](#)

247.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[donbasta's solution](#)

248.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,884 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[donbasta's solution](#)

249.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory
[donbasta's solution](#)

250.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[donbasta's solution](#)

251.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[donbasta's solution](#)

252.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[donbasta's solution](#)

253.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings
[donbasta's solution](#)

254.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[donbasta's solution](#)

255.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[donbasta's solution](#)

256.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math
[donbasta's solution](#)

257.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[donbasta's solution](#)

258.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2020-06-12 · Q# (first AC) · Tags: *special
[donbasta's solution](#)

259.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[donbasta's solution](#)

260.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[donbasta's solution](#)

261.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,741 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[donbasta's solution](#)

262.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[donbasta's solution](#)

263.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[donbasta's solution](#)

264.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[donbasta's solution](#)

265.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[donbasta's solution](#)

266.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[donbasta's solution](#)

267.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, implementation
[donbasta's solution](#)

268.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[donbasta's solution](#)

269.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2015-10-11 · GNU C++11 (first AC) · Tags: implementation
[donbasta's solution](#)

270.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[donbasta's solution](#)

271.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math
[donbasta's solution](#)

272.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[donbasta's solution](#)

273.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[donbasta's solution](#)

274.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[donbasta's solution](#)

275.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation
[donbasta's solution](#)

276.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[donbasta's solution](#)

277.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[donbasta's solution](#)

278.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[donbasta's solution](#)

279.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[donbasta's solution](#)

280.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[donbasta's solution](#)

281.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[donbasta's solution](#)

282.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,108 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[donbasta's solution](#)

283.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[donbasta's solution](#)

284.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[donbasta's solution](#)

285.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,140 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[donbasta's solution](#)

286.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[donbasta's solution](#)

287.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,573 global accepts · Rating: 1200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[donbasta's solution](#)

288.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[donbasta's solution](#)

289.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[donbasta's solution](#)

290.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,398 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[donbasta's solution](#)

291.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[donbasta's solution](#)

292.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[donbasta's solution](#)

293.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,451 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[donbasta's solution](#)

294.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[donbasta's solution](#)

295.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,677 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[donbasta's solution](#)

296.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[donbasta's solution](#)

297.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[donbasta's solution](#)

298.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[donbasta's solution](#)

299.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[donbasta's solution](#)

300.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[donbasta's solution](#)

301.

1174B

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

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[dombasta's solution](#)

302.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dombasta's solution](#)

303.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dombasta's solution](#)

304.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dombasta's solution](#)

305.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[dombasta's solution](#)

306.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dombasta's solution](#)

307.

1097B

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

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[dombasta's solution](#)

308.

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

[dombasta's solution](#)

309.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dombasta's solution](#)

310.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[dombasta's solution](#)

311.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[dombasta's solution](#)

312.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[donbasta's solution](#)

313.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation
[donbasta's solution](#)

314.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[donbasta's solution](#)

315.

546B

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

Quality: 18,610 global accepts · Rating: 1200 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings
[donbasta's solution](#)

316.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[donbasta's solution](#)

317.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: implementation
[donbasta's solution](#)

318.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: dp, greedy, math
[donbasta's solution](#)

319.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: implementation
[donbasta's solution](#)

320.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[donbasta's solution](#)

321.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,480 global accepts · Rating: 1200 · first AC: 2018-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[donbasta's solution](#)

322.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: strings
[donbasta's solution](#)

323.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: greedy, implementation
[donbasta's solution](#)

324.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: implementation, sortings
[donbasta's solution](#)

325.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[donbasta's solution](#)

326.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[donbasta's solution](#)

327.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[donbasta's solution](#)

328.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[donbasta's solution](#)

329.

1926D

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

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[donbasta's solution](#)

330.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,645 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[donbasta's solution](#)

331.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,189 global accepts · Rating: 1300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[donbasta's solution](#)

332.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,537 global accepts · Rating: 1300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[donbasta's solution](#)

333.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[donbasta's solution](#)

334.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[donbasta's solution](#)

335.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[donbasta's solution](#)

336.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[donbasta's solution](#)

337.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[donbasta's solution](#)

338.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[donbasta's solution](#)

339.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,282 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[donbasta's solution](#)

340.

1881D

[Divide and Equalize](#) · [Tutorial](#)

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[donbasta's solution](#)

341.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[donbasta's solution](#)

342.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[donbasta's solution](#)

343.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[donbasta's solution](#)

344.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[donbasta's solution](#)

345.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[donbasta's solution](#)

346.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[donbasta's solution](#)

347.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[donbasta's solution](#)

348.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[donbasta's solution](#)

349.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[donbasta's solution](#)

350.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[donbasta's solution](#)

351.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[donbasta's solution](#)

352.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[donbasta's solution](#)

353.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[donbasta's solution](#)

354.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[donbasta's solution](#)

355.

1174C

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

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[donbasta's solution](#)

356.

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[donbasta's solution](#)

357.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[donbasta's solution](#)

358.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[donbasta's solution](#)

359.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[donbasta's solution](#)

360.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[donbasta's solution](#)

361.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory
[donbasta's solution](#)

362.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy
[donbasta's solution](#)

363.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: greedy, sortings
[donbasta's solution](#)

364.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: implementation

[donbasta's solution](#)

365.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1300 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: greedy

[donbasta's solution](#)

366.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: dp, greedy, math

[donbasta's solution](#)

367.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2015-09-24 · GNU C++ (first AC) · Tags: math

[donbasta's solution](#)

368.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,340 global accepts · Rating: 1400 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[donbasta's solution](#)

369.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[donbasta's solution](#)

370.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[donbasta's solution](#)

371.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,039 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[donbasta's solution](#)

372.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[donbasta's solution](#)

373.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[donbasta's solution](#)

374.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[donbasta's solution](#)

375.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[donbasta's solution](#)

376.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,437 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[donbasta's solution](#)

377.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers
[donbasta's solution](#)

378.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[donbasta's solution](#)

379.

1927E

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

Quality: 17,059 global accepts · Rating: 1400 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers
[donbasta's solution](#)

380.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[donbasta's solution](#)

381.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[donbasta's solution](#)

382.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[donbasta's solution](#)

383.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings
[donbasta's solution](#)

384.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[donbasta's solution](#)

385.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[donbasta's solution](#)

386.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[donbasta's solution](#)

387.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[donbasta's solution](#)

388.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[donbasta's solution](#)

389.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[donbasta's solution](#)

390.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,584 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[donbasta's solution](#)

391.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[donbasta's solution](#)

392.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[donbasta's solution](#)

393.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[donbasta's solution](#)

394.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[donbasta's solution](#)

395.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[donbasta's solution](#)

396.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[donbasta's solution](#)

397.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[donbasta's solution](#)

398.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[donbasta's solution](#)

399.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[donbasta's solution](#)

400.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[donbasta's solution](#)

401.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[donbasta's solution](#)

402.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[donbasta's solution](#)

403.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[donbasta's solution](#)

404.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[donbasta's solution](#)

405.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[donbasta's solution](#)

406.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,714 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[donbasta's solution](#)

407.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[donbasta's solution](#)

408.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[donbasta's solution](#)

409.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[donbasta's solution](#)

410.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu

[donbasta's solution](#)

411.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[donbasta's solution](#)

412.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,208 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[donbasta's solution](#)

413.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[donbasta's solution](#)

414.

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

[donbasta's solution](#)

415.

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

[donbasta's solution](#)

416.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[donbasta's solution](#)

417.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[donbasta's solution](#)

418.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: dp

[donbasta's solution](#)

419.

489C

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

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[donbasta's solution](#)

420.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1400 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[donbasta's solution](#)

421.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1500 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[donbasta's solution](#)

422.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[donbasta's solution](#)

423.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[donbasta's solution](#)

424.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[donbasta's solution](#)

425.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[donbasta's solution](#)

426.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[donbasta's solution](#)

427.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[donbasta's solution](#)

428.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[donbasta's solution](#)

429.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[donbasta's solution](#)

430.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[donbasta's solution](#)

431.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[donbasta's solution](#)

432.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,364 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[donbasta's solution](#)

433.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,698 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[donbasta's solution](#)

434.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[donbasta's solution](#)

435.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[donbasta's solution](#)

436.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[donbasta's solution](#)

437.

1366C

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

Quality: 14,262 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[donbasta's solution](#)

438.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[donbasta's solution](#)

439.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[donbasta's solution](#)

440.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[donbasta's solution](#)

441.

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[donbasta's solution](#)

442.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[donbasta's solution](#)

443.

875B

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

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[donbasta's solution](#)

444.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[donbasta's solution](#)

445.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[donbasta's solution](#)

446.

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[donbasta's solution](#)

447.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[donbasta's solution](#)

448.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[donbasta's solution](#)

449.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[donbasta's solution](#)

450.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[donbasta's solution](#)

451.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[donbasta's solution](#)

452.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[donbasta's solution](#)

453.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[donbasta's solution](#)

454.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,686 global accepts · Rating: 1500 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[donbasta's solution](#)

455.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[donbasta's solution](#)

456.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[donbasta's solution](#)

457.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[donbasta's solution](#)

458.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[donbasta's solution](#)

459.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math
[donbasta's solution](#)

460.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[donbasta's solution](#)

461.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[donbasta's solution](#)

462.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[donbasta's solution](#)

463.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[donbasta's solution](#)

464.

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[donbasta's solution](#)

465.

1678C

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

Rating: 1600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[donbasta's solution](#)

466.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[donbasta's solution](#)

467.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[donbasta's solution](#)

468.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory
[donbasta's solution](#)

469.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[donbasta's solution](#)

470.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[donbasta's solution](#)

471.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[donbasta's solution](#)

472.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[donbasta's solution](#)

473.

1849C

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

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[donbasta's solution](#)

474.

1840E

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

Quality: 9,310 global accepts · Rating: 1600 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[donbasta's solution](#)

475.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[donbasta's solution](#)

476.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[donbasta's solution](#)

477.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[donbasta's solution](#)

478.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[donbasta's solution](#)

479.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[donbasta's solution](#)

480.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[donbasta's solution](#)

481.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[donbasta's solution](#)

482.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[donbasta's solution](#)

483.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[donbasta's solution](#)

484.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2019-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[donbasta's solution](#)

485.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[donbasta's solution](#)

486.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[donbasta's solution](#)

487.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[donbasta's solution](#)

488.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[donbasta's solution](#)

489.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[donbasta's solution](#)

490.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[donbasta's solution](#)

491.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[donbasta's solution](#)

492.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[donbasta's solution](#)

493.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: math

[donbasta's solution](#)

494.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[donbasta's solution](#)

495.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[donbasta's solution](#)

496.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,761 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[donbasta's solution](#)

497.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[donbasta's solution](#)

498.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[donbasta's solution](#)

499.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

[donbasta's solution](#)

500.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
[donbasta's solution](#)

501.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees
[donbasta's solution](#)

502.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[donbasta's solution](#)

503.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
[donbasta's solution](#)

504.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[donbasta's solution](#)

505.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[donbasta's solution](#)

506.

1678D

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

Rating: 1700 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
[donbasta's solution](#)

507.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math
[donbasta's solution](#)

508.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[donbasta's solution](#)

509.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[donbasta's solution](#)

510.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[donbasta's solution](#)

511.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[donbasta's solution](#)

512.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[donbasta's solution](#)

513.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[donbasta's solution](#)

514.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[donbasta's solution](#)

515.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,572 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[donbasta's solution](#)

516.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[donbasta's solution](#)

517.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[donbasta's solution](#)

518.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[donbasta's solution](#)

519.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[donbasta's solution](#)

520.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[donbasta's solution](#)

521.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[donbasta's solution](#)

522.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[donbasta's solution](#)

523.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[donbasta's solution](#)

524.

1392D

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

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[donbasta's solution](#)

525.

1381A2

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

Quality: 14,327 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[donbasta's solution](#)

526.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[donbasta's solution](#)

527.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[donbasta's solution](#)

528.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[donbasta's solution](#)

529.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[donbasta's solution](#)

530.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[donbasta's solution](#)

531.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,331 global accepts · Rating: 1700 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[donbasta's solution](#)

532.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[donbasta's solution](#)

533.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[donbasta's solution](#)

534.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[donbasta's solution](#)

535.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[donbasta's solution](#)

536.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
[donbasta's solution](#)

537.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[donbasta's solution](#)

538.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
[donbasta's solution](#)

539.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math
[donbasta's solution](#)

540.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[donbasta's solution](#)

541.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[donbasta's solution](#)

542.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[donbasta's solution](#)

543.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[donbasta's solution](#)

544.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[donbasta's solution](#)

545.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1800 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[donbasta's solution](#)

546.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[donbasta's solution](#)

547.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[donbasta's solution](#)

548.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[donbasta's solution](#)

549.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[donbasta's solution](#)

550.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[donbasta's solution](#)

551.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[donbasta's solution](#)

552.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[donbasta's solution](#)

553.

1867D

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

Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[donbasta's solution](#)

554.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[donbasta's solution](#)

555.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[donbasta's solution](#)

556.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,910 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[donbasta's solution](#)

557.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[donbasta's solution](#)

558.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[donbasta's solution](#)

559.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[donbasta's solution](#)

560.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[donbasta's solution](#)

561.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[donbasta's solution](#)

562.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[donbasta's solution](#)

563.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[donbasta's solution](#)

564.

1326D2

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

Quality: 11,759 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

[donbasta's solution](#)

565.

987E

[Petr and Permutations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[donbasta's solution](#)

566.

1062D

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

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[donbasta's solution](#)

567.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[donbasta's solution](#)

568.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: dp, implementation

[donbasta's solution](#)

569.

1030D

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

Quality: 6,256 global accepts · Rating: 1800 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: geometry, number theory

[donbasta's solution](#)

570.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[donbasta's solution](#)

571.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,414 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[donbasta's solution](#)

572.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[donbasta's solution](#)

573.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1900 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[donbasta's solution](#)

574.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[donbasta's solution](#)

575.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[donbasta's solution](#)

576.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[donbasta's solution](#)

577.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[donbasta's solution](#)

578.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 1900 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[donbasta's solution](#)

579.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[donbasta's solution](#)

580.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[donbasta's solution](#)

581.

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[donbasta's solution](#)

582.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[donbasta's solution](#)

583.

1678E

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[donbasta's solution](#)

584.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[donbasta's solution](#)

585.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[donbasta's solution](#)

586.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[donbasta's solution](#)

587.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[donbasta's solution](#)

588.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[donbasta's solution](#)

589.

1899G

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

Quality: 4,032 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[donbasta's solution](#)

590.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[donbasta's solution](#)

591.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[donbasta's solution](#)

592.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[donbasta's solution](#)

593.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[donbasta's solution](#)

594.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation, math

[donbasta's solution](#)

595.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[donbasta's solution](#)

596.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[donbasta's solution](#)

597.

1362E

[Johnny and Grandmaster](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

[donbasta's solution](#)

598.

1174D

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

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[donbasta's solution](#)

599.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1900 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[donbasta's solution](#)

600.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 1900 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[donbasta's solution](#)

601.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[donbasta's solution](#)

602.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[donbasta's solution](#)

603.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp
[donbasta's solution](#)

604.

1043E

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

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[donbasta's solution](#)

605.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: greedy, math
[donbasta's solution](#)

606.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: binary search, brute force, math
[donbasta's solution](#)

607.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, trees
[donbasta's solution](#)

608.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[donbasta's solution](#)

609.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[donbasta's solution](#)

610.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[donbasta's solution](#)

611.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[donbasta's solution](#)

612.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[donbasta's solution](#)

613.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[donbasta's solution](#)

614.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[donbasta's solution](#)

615.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[donbasta's solution](#)

616.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[donbasta's solution](#)

617.

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[donbasta's solution](#)

618.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[donbasta's solution](#)

619.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 2000 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[donbasta's solution](#)

620.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[donbasta's solution](#)

621.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[donbasta's solution](#)

622.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[donbasta's solution](#)

623.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[donbasta's solution](#)

624.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[donbasta's solution](#)

625.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[donbasta's solution](#)

626.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[donbasta's solution](#)

627.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[donbasta's solution](#)

628.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[donbasta's solution](#)

629.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[donbasta's solution](#)

630.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[donbasta's solution](#)

631.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[donbasta's solution](#)

632.

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[donbasta's solution](#)

633.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,744 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs, greedy
[donbasta's solution](#)

634.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[donbasta's solution](#)

635.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[donbasta's solution](#)

636.

1084E

[The Fair Nut and Strings](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[donbasta's solution](#)

637.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: math
[donbasta's solution](#)

638.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math
[donbasta's solution](#)

639.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs
[donbasta's solution](#)

640.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings
[donbasta's solution](#)

641.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[donbasta's solution](#)

642.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[donbasta's solution](#)

643.

1511E

[Coloring and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[donbasta's solution](#)

644.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[donbasta's solution](#)

645.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
[donbasta's solution](#)

646.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
[donbasta's solution](#)

647.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[donbasta's solution](#)

648.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[donbasta's solution](#)

649.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
[donbasta's solution](#)

650.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[donbasta's solution](#)

651.

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, math
[donbasta's solution](#)

652.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory
[donbasta's solution](#)

653.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[donbasta's solution](#)

654.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[donbasta's solution](#)

655.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[donbasta's solution](#)

656.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, strings

[donbasta's solution](#)

657.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[donbasta's solution](#)

658.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[donbasta's solution](#)

659.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[donbasta's solution](#)

660.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[donbasta's solution](#)

661.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar

[donbasta's solution](#)

662.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,624 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[donbasta's solution](#)

663.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation, sortings

[donbasta's solution](#)

664.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[donbasta's solution](#)

665.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[donbasta's solution](#)

666.

821E

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[donbasta's solution](#)

667.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[donbasta's solution](#)

668.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[donbasta's solution](#)

669.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[donbasta's solution](#)

670.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[donbasta's solution](#)

671.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,094 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[donbasta's solution](#)

672.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[donbasta's solution](#)

673.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[donbasta's solution](#)

674.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[donbasta's solution](#)

675.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[donbasta's solution](#)

676.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[donbasta's solution](#)

677.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[donbasta's solution](#)

678.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[donbasta's solution](#)

679.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[donbasta's solution](#)

680.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,992 global accepts · Rating: 2200 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[donbasta's solution](#)

681.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[donbasta's solution](#)

682.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[donbasta's solution](#)

683.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[donbasta's solution](#)

684.

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[donbasta's solution](#)

685.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[donbasta's solution](#)

686.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[donbasta's solution](#)

687.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[donbasta's solution](#)

688.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[donbasta's solution](#)

689.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[donbasta's solution](#)

690.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[donbasta's solution](#)

691.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[donbasta's solution](#)

692.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[donbasta's solution](#)

693.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[donbasta's solution](#)

694.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[donbasta's solution](#)

695.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[donbasta's solution](#)

696.

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[donbasta's solution](#)

697.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[donbasta's solution](#)

698.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[donbasta's solution](#)

699.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[donbasta's solution](#)

700.

1407D

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

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

[donbasta's solution](#)

701.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[donbasta's solution](#)

702.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[donbasta's solution](#)

703.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[donbasta's solution](#)

704.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[donbasta's solution](#)

705.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[donbasta's solution](#)

706.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[donbasta's solution](#)

707.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,253 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[donbasta's solution](#)

708.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[donbasta's solution](#)

709.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[donbasta's solution](#)

710.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[donbasta's solution](#)

711.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[donbasta's solution](#)

712.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[donbasta's solution](#)

713.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[donbasta's solution](#)

714.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[donbasta's solution](#)

715.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[donbasta's solution](#)

716.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2020-08-13 · last AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[donbasta's solution](#)

717.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[donbasta's solution](#)

718.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
[donbasta's solution](#)

719.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
[donbasta's solution](#)

720.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[donbasta's solution](#)

721.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[donbasta's solution](#)

722.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[donbasta's solution](#)

723.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[donbasta's solution](#)

724.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[donbasta's solution](#)

725.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[donbasta's solution](#)

726.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[donbasta's solution](#)

727.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[donbasta's solution](#)

728.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[donbasta's solution](#)

729.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[donbasta's solution](#)

730.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[donbasta's solution](#)

731.

487C

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

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[donbasta's solution](#)

732.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory

[donbasta's solution](#)

733.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[donbasta's solution](#)

734.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[donbasta's solution](#)

735.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[donbasta's solution](#)

736.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[donbasta's solution](#)

737.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[donbasta's solution](#)

738.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[donbasta's solution](#)

739.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[donbasta's solution](#)

740.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[donbasta's solution](#)

741.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[donbasta's solution](#)

742.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[donbasta's solution](#)

743.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[donbasta's solution](#)

744.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees
[donbasta's solution](#)

745.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices
[donbasta's solution](#)

746.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[donbasta's solution](#)

747.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[donbasta's solution](#)

748.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[donbasta's solution](#)

749.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
[donbasta's solution](#)

750.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities
[donbasta's solution](#)

751.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
[donbasta's solution](#)

752.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[donbasta's solution](#)

753.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[donbasta's solution](#)

754.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[donbasta's solution](#)

755.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[donbasta's solution](#)

756.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[donbasta's solution](#)

757.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[donbasta's solution](#)

758.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[donbasta's solution](#)

759.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[donbasta's solution](#)

760.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[donbasta's solution](#)

761.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[donbasta's solution](#)

762.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[donbasta's solution](#)

763.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[donbasta's solution](#)

764.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[donbasta's solution](#)

765.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[donbasta's solution](#)

766.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[donbasta's solution](#)

767.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[donbasta's solution](#)

768.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[donbasta's solution](#)

769.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[donbasta's solution](#)

770.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[donbasta's solution](#)

771.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[donbasta's solution](#)

772.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[donbasta's solution](#)

773.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[donbasta's solution](#)

774.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[donbasta's solution](#)

775.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[donbasta's solution](#)

776.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[donbasta's solution](#)

777.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[donbasta's solution](#)

778.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities

[donbasta's solution](#)

779.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[donbasta's solution](#)

780.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[donbasta's solution](#)

781.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[donbasta's solution](#)

782.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[donbasta's solution](#)

783.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[donbasta's solution](#)

784.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[donbasta's solution](#)

785.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2400 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[donbasta's solution](#)

786.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[donbasta's solution](#)

787.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[donbasta's solution](#)

788.

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[donbasta's solution](#)

789.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[donbasta's solution](#)

790.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[donbasta's solution](#)

791.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[donbasta's solution](#)

792.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[donbasta's solution](#)

793.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[donbasta's solution](#)

794.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[donbasta's solution](#)

795.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[donbasta's solution](#)

796.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2500 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
[donbasta's solution](#)

797.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[donbasta's solution](#)

798.

868F

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

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp
[donbasta's solution](#)

799.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[donbasta's solution](#)

800.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers
[donbasta's solution](#)

801.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[donbasta's solution](#)

802.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs
[donbasta's solution](#)

803.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[donbasta's solution](#)

804.

1174E

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

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number

theory

[donbasta's solution](#)

805.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[donbasta's solution](#)

806.

622F

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

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[donbasta's solution](#)

807.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[donbasta's solution](#)

808.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[donbasta's solution](#)

809.

1237F

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

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[donbasta's solution](#)

810.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[donbasta's solution](#)

811.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · last AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[donbasta's solution](#)

812.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[donbasta's solution](#)

813.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[donbasta's solution](#)

814.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[donbasta's solution](#)

815.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[donbasta's solution](#)

816.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[donbasta's solution](#)

817.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[donbasta's solution](#)

818.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[donbasta's solution](#)

819.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[donbasta's solution](#)

820.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[donbasta's solution](#)

821.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[donbasta's solution](#)

822.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[donbasta's solution](#)

823.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[donbasta's solution](#)

824.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[donbasta's solution](#)

825.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
[donbasta's solution](#)

826.

103241Q

[Tree Width](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[donbasta's solution](#)

827.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[donbasta's solution](#)

828.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[donbasta's solution](#)

829.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

830.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

831.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

832.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

833.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

834.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

835.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

836.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

837.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

838.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

839.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

840.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

841.

104854B

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

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

842.

104854J

[Judging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

843.

104854E

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

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

844.

104854C

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

845.

104854G

[Guess Gauss](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

846.

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

847.

104854D

[District 42](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

848.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

849.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · PyPy 3-64 (first AC) · Tags: —

[donbasta's solution](#)

850.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

851.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

852.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

853.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

854.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

855.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

856.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

857.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

858.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

859.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

860.

102040B

[Counting Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

861.

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

862.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

863.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

864.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

865.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

866.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

867.

103993J

[Problem with Random Tests](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

868.

103993L

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

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

869.

103993I

[Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

870.

103993H

[Report Preparation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

871.

103993F

[Save the Magazines](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

872.

103993E

[d-Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

873.

103993G

[Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

874.

103993C

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

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

875.

103993D

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

876.

103993B

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

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

877.

103993A

[As Fast As Possible](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

878.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

879.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

880.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · Python 3 (first AC) · Tags: —

[donbasta's solution](#)

881.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

882.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

883.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

884.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

885.

104491C

[Network Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

886.

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

887.

104555K

[\\$K\\$ for More, \\$K\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

888.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

889.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

890.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

891.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

892.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

893.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

894.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

895.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

896.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

897.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

898.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

899.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

900.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

901.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

902.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · last AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

903.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

904.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

905.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

906.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

907.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

908.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

909.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

910.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

911.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

912.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

913.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

914.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

915.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

916.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[donbasta's solution](#)

917.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[donbasta's solution](#)

918.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[donbasta's solution](#)

919.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special

[donbasta's solution](#)

920.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings

[donbasta's solution](#)

921.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[donbasta's solution](#)

922.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[donbasta's solution](#)

923.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · Python 3 (first AC) · Tags: —

[donbasta's solution](#)

924.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

925.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

926.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

927.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

928.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

929.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

930.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

931.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

932.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

933.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

934.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

935.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

936.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

937.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

938.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

939.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[donbasta's solution](#)

940.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

941.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

942.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

943.

102051H

[Nate and High School Nakama](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

944.

102051D

[Nate and Dimension-Hopping Money](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

945.

102051G

[Nate and Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

946.

102051C

[Nate and Contest Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

947.

102051F

[Nate and Fan Meet-and-Greet](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

948.

102051B

[Nate and Bones](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

949.

102051A

[Nate and Actual 3D Girls](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

950.

103241R

[Kakyoin's Painting](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

951.

103241P

[Abc's \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

952.

103241O

[Kanna's Field of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

953.

103241L

[Cooked Fish \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

954.

103241N

[Teleport](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

955.

103241M

[Shion's Feast](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

956.

103241J

[Making Stonks](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

957.

103241K

[Necklaces](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

958.

103241G

[Matching Mispronunciations](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

959.

103241I

[Chessbot's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

960.

103241H

[Position of Set](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

961.

103241F

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

962.

103241E

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

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

963.

103241D

[Abc's \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

964.

103241B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

965.

103241C

[Lattice Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

966.

103241A

[P=NP](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

967.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

968.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

969.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

970.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

971.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

972.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

973.

102621E

[Turtle Tribulation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

974.

102621H

[Platypus Puddles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

975.

102621F

[Gorilla Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

976.

102621D

[Raccoon Mischief](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

977.

102621G

[Hen Hackers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

978.

102621B

[Leaping Lizards](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

979.

102621C

[Raging Rhinos](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

980.

102621A

[Zoo Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

981.

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

982.

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

983.

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

984.

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

985.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

986.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

987.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

988.

103091E

[Longest Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

989.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

990.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

991.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

992.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

993.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

994.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

995.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

996.

100625D

[Destination Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

997.

100625C

[Cracking the Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

998.

100625G

[Getting Through](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

999.

100625A

[Administrative Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1000.

100625J

[Jailbreak](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

1001.

100625I

[Incognito](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1002.

100625F

[Flying Safely](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1003.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1004.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1005.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1006.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

1007.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1008.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

1009.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1010.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1011.

101840D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · last AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

1012.

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · last AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

1013.

101840F

[Forgot the Flag!](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

1014.

101840B

[Breaking the Curse](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

1015.

101840E

[Evaluations](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[donbasta's solution](#)

1016.

101840J

[Jacked Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

1017.

101840I

[Important matches](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

1018.

101840H

[Half Nice Years](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

1019.

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

1020.

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

1021.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

1022.

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[donbasta's solution](#)

1023.

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1024.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1025.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1026.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1027.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1028.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1029.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1030.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1031.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

1032.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1033.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1034.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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1035.

101401I

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1036.

101401C

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1037.

101401G

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1038.

101401D

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1039.

101401F

[Balloons \(A\)](#) · [Tutorial](#)

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1040.

101401J

[Jackaroo](#) · [Tutorial](#)

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1041.

101401H

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1042.

101401B

[Smiley Faces \(B\)](#) · [Tutorial](#)

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1043.

101401A

[Smiley Faces \(A\)](#) · [Tutorial](#)

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1044.

101549D

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1045.

101549B

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1046.

101549H

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1047.

101549J

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1048.

101549I

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1049.

102556I

[Riana and the Illuminous Triangles](#) · [Tutorial](#)

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1050.

102556F

[Riana and Fiber Chatroom](#) · [Tutorial](#)

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1051.

102556G

[Riana and Gallant Guards](#) · [Tutorial](#)

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1052.

102556C

[Riana and Commute](#) · [Tutorial](#)

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1053.

102556D

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1054.

102556B

[Riana and the Blind Date](#) · [Tutorial](#)

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1055.

102556H

[Riana and Humongous Numbers](#) · [Tutorial](#)

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1056.

102556E

[Riana's Excruciating Enhancement Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
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1057.

102556A

[A - Rank Riana and One Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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1058.

101161F

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1059.

101161G

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1060.

101161H

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1061.

101161I

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1062.

101161E

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1063.

101161L

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1064.

101161B

[Average](#) · [Tutorial](#)

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1065.

100712L

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1066.

100712D

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

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1067.

100712K

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1068.

100712I

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1069.

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1070.

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1071.

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1072.

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1073.

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1074.

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1075.

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1076.

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1077.

100753M

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1078.

100753J

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1079.

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1080.

100753D

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1081.

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1082.

100753A

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1083.

100753H

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1084.

100753I

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1085.

100753K

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1086.

100753E

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1087.

100753B

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1088.

100753G

[Extreme Sort](#) · [Tutorial](#)

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1089.

100792E

[Entertainment](#) · [Tutorial](#)

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1090.

100792H

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1091.

100792K

[King's Rout](#) · [Tutorial](#)

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1092.

100792C

[Colder-Hotter](#) · [Tutorial](#)

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1093.

100792D

[Delay Time](#) · [Tutorial](#)

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1094.

100792I

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1095.

100792A

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1096.

101572A

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1097.

101572C

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1098.

101572D

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1099.

101572E

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101572I

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1101.

101572G

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1102.

101572K

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1103.

101572J

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1104.

101572B

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102569D

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1106.

102569J

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102569L

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1108.

102569I

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102569K

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1110.

102569B

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102569H

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1112.

102569E

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1113.

102569A

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1114.

102569M

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1115.

102569F

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1116.

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1117.

102388C

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1118.

102388E

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1119.

102388D

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1120.

102388B

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1121.

102388F

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1122.

102388G

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1123.

102346I

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1124.

102346K

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1125.

102346J

[Jar of Water Game](#) · [Tutorial](#)

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1126.

102346G

[Getting Confidence](#) · [Tutorial](#)

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1127.

102346B

[Buffoon](#) · [Tutorial](#)

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1128.

102346A

[Artwork](#) · [Tutorial](#)

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1129.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

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1130.

102346L

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1131.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

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1132.

102346H

[Hour for a Run](#) · [Tutorial](#)

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1133.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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1134.

101933E

[Explosion Exploit](#) · [Tutorial](#)

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1135.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · PyPy 3 (first AC) · Tags: —
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1136.

101933J

[Jumbled String](#) · [Tutorial](#)

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1137.

101933K

[King's Colors](#) · [Tutorial](#)

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1138.

101933H

[House Lawn](#) · [Tutorial](#)

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1139.

101933C

[Code Cleanups](#) · [Tutorial](#)

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1140.

101933B

[Baby Bites](#) · [Tutorial](#)

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1141.

101630A

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1142.

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1143.

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100801J

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1150.

100801B

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1151.

100801E

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1152.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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1153.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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1154.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1155.

101908C

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Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1156.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1157.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1158.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1159.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1160.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1161.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1162.

1357C1

[Prepare superposition of basis states with 0s](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[donbasta's solution](#)

1163.

1357A3

[Distinguish H from X](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[donbasta's solution](#)

1164.

1357A2

[Distinguish I, CNOTs and SWAP](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[donbasta's solution](#)

1165.

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[donbasta's solution](#)

1166.

1356A3

[Distinguish Z from S](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: — · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[donbasta's solution](#)

1167.

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[donbasta's solution](#)

1168.

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[donbasta's solution](#)

1169.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1170.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1171.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[donbasta's solution](#)

1172.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1173.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[donbasta's solution](#)

1174.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1175.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1176.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1177.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[donbasta's solution](#)

1178.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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1179.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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1180.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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1181.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[donbasta's solution](#)

1182.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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1183.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
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1184.

100513I

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1185.

102465H

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1186.

102465I

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1187.

102465F

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1188.

102465B

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1189.

102465D

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1190.

102465K

[Dishonest Driver](#) · [Tutorial](#)

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1191.

102465E

[Rounding](#) · [Tutorial](#)

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1192.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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1193.

102152K

[Subarrays OR](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · last AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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1194.

102152B

[Memory Management System](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · last AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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1195.

102152D

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Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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1196.

102152J

[Grid Beauty](#) · [Tutorial](#)

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1197.

102152C

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1198.

102152I

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1199.

102152E

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1200.

102152H

[The Universal String](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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1201.

102152F

[camelCase](#) · [Tutorial](#)

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1202.

102152G

[The Special King](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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1203.

102428L

[Leverage MDT](#) · [Tutorial](#)

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1204.

102428K

[Know your Aliens](#) · [Tutorial](#)

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1205.

102428I

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1206.

102428E

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Rating: — · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1207.

102428M

[Mountain Ranges](#) · [Tutorial](#)

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1208.

102091L

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1209.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

1210.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[donbasta's solution](#)

1211.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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1212.

102091C

[Evolution Game](#) · [Tutorial](#)

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1213.

102091D

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1214.

102219H

[Are You Safe?](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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1215.

102219E

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1216.

102219C

[I Don't Want To Pay For The Late Jar!](#) · [Tutorial](#)

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1217.

102219J

[Kitchen Plates](#) · [Tutorial](#)

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1218.

102219K

[Help The Support Lady](#) · [Tutorial](#)

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1219.

102219A

[Mental Rotation](#) · [Tutorial](#)

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1220.

102219I

[To Crash Or Not To Crash](#) · [Tutorial](#)

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1221.

102219B

[SpongeBob SquarePants](#) · [Tutorial](#)

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1222.

101987D

[Go Latin](#) · [Tutorial](#)

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1223.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[donbasta's solution](#)