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1.

2178A

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4.

2167C

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2167B

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2167A

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9.

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28.

1916A

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30.

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32.

1810B

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1810A

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34.

1804A

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1635B

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1566B

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72.

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73.

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75.

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83.

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84.

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85.

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88.

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89.

1428A

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90.

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92.

1398A

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93.

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94.

1399A

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95.

1389A

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96.

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1369A

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99.

1360B

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[dorijanlendvaj's solution](#)

100.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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101.

1352A

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Quality: 104,095 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

102.

1351A

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

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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103.

1348A

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Quality: 42,847 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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104.

1335A

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Quality: 104,783 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

105.

1328A

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Quality: 131,893 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

106.

1316A

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Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · PyPy 3 (first AC) · Tags: implementation

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107.

1305A

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Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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108.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[dorijanlendvaj's solution](#)

109.

1255A

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Quality: 17,987 global accepts · Rating: 800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[dorijanlendvaj's solution](#)

110.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math
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111.

1301A

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Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[dorijanlendvaj's solution](#)

112.

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dorijanlendvaj's solution](#)

113.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[dorijanlendvaj's solution](#)

114.

1162A

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

Quality: 8,751 global accepts · Rating: 800 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

115.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[dorijanlendvaj's solution](#)

116.

1006A

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

Quality: 22,873 global accepts · Rating: 800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

117.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,502 global accepts · Rating: 800 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[dorijanlendvaj's solution](#)

118.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dorijanlendvaj's solution](#)

119.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[dorijanlendvaj's solution](#)

120.

1283A

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

Quality: 61,296 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

121.

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

122.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[dorijanlendvaj's solution](#)

123.

760A

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

Quality: 8,644 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

124.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

125.

1234A

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

Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

126.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[dorijanlendvaj's solution](#)

127.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[dorijanlendvaj's solution](#)

128.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[dorijanlendvaj's solution](#)

129.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

130.

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: math

[dorijanlendvaj's solution](#)

131.

1186A

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

Quality: 42,454 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

132.

1183A

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

Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

133.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

134.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,979 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[dorijanlendvaj's solution](#)

135.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[dorijanlendvaj's solution](#)

136.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dorijanlendvaj's solution](#)

137.

1136A

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

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

138.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

139.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

140.

1097A

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

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

141.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,488 global accepts · Rating: 800 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

142.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

143.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 800 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[dorijanlendvaj's solution](#)

144.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

145.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

146.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

147.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[dorijanlendvaj's solution](#)

148.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dorijanlendvaj's solution](#)

149.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

150.

1017A

[The Rank](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

151.

1002A1

[Generate superposition of all basis states](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 800 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

152.

1003A

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

Quality: 29,981 global accepts · Rating: 800 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

153.

992A

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

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

[dorijanlendvaj's solution](#)

154.

987A

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

Quality: 17,501 global accepts · Rating: 800 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

155.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[dorijanlendvaj's solution](#)

156.

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

157.

977A

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

Quality: 217,461 global accepts · Rating: 800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

158.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: math

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159.

964A

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Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math

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160.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,665 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

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161.

952A

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Quality: 11,975 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math

[dorijanlendvaj's solution](#)

162.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 800 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

163.

946A

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Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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164.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[dorijanlendvaj's solution](#)

165.

932A

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Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[dorijanlendvaj's solution](#)

166.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,239 global accepts · Rating: 800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

167.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

168.

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

169.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,090 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

170.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

171.

867A

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

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

172.

855A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[dorijanlendvaj's solution](#)

173.

859A

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

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

[dorijanlendvaj's solution](#)

174.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[dorijanlendvaj's solution](#)

175.

851A

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

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: implementation, math
[dorijanlendvaj's solution](#)

176.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

177.

835A

[Key races](#) · [Tutorial](#)

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[dorijanlendvaj's solution](#)

178.

831B

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Quality: 15,647 global accepts · Rating: 800 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation, strings
[dorijanlendvaj's solution](#)

179.

822A

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

Quality: 36,806 global accepts · Rating: 800 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[dorijanlendvaj's solution](#)

180.

821A

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

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

181.

758A

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

Quality: 75,300 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: implementation, math
[dorijanlendvaj's solution](#)

182.

755A

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

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory
[dorijanlendvaj's solution](#)

183.

752A

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

Rating: 800 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[dorijanlendvaj's solution](#)

184.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[dorijanlendvaj's solution](#)

185.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

186.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,749 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

187.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[dorijanlendvaj's solution](#)

188.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,851 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

189.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[dorijanlendvaj's solution](#)

190.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dorijanlendvaj's solution](#)

191.

1837B

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

Quality: 50,095 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

192.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[dorijanlendvaj's solution](#)

193.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[dorijanlendvaj's solution](#)

194.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,536 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[dorijanlendvaj's solution](#)

195.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,315 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[dorijanlendvaj's solution](#)

196.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[dorijanlendvaj's solution](#)

197.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[dorijanlendvaj's solution](#)

198.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[dorijanlendvaj's solution](#)

199.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[dorijanlendvaj's solution](#)

200.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,300 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[dorijanlendvaj's solution](#)

201.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive
[dorijanlendvaj's solution](#)

202.

1475B

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

Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[dorijanlendvaj's solution](#)

203.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[dorijanlendvaj's solution](#)

204.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[dorijanlendvaj's solution](#)

205.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings
[dorijanlendvaj's solution](#)

206.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[dorijanlendvaj's solution](#)

207.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[dorijanlendvaj's solution](#)

208.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[dorijanlendvaj's solution](#)

209.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[dorijanlendvaj's solution](#)

210.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: games
[dorijanlendvaj's solution](#)

211.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[dorijanlendvaj's solution](#)

212.

1335B

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

Quality: 42,595 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[dorijanlendvaj's solution](#)

213.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dorijanlendvaj's solution](#)

214.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[dorijanlendvaj's solution](#)

215.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[dorijanlendvaj's solution](#)

216.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,459 global accepts · Rating: 900 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[dorijanlendvaj's solution](#)

217.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dorijanlendvaj's solution](#)

218.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[dorijanlendvaj's solution](#)

219.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[dorijanlendvaj's solution](#)

220.

1282A

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

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dorijanlendvaj's solution](#)

221.

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: —
[dorijanlendvaj's solution](#)

222.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[dorijanlendvaj's solution](#)

223.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[dorijanlendvaj's solution](#)

224.

1187A

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

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[dorijanlendvaj's solution](#)

225.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,695 global accepts · Rating: 900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[dorijanlendvaj's solution](#)

226.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
[dorijanlendvaj's solution](#)

227.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[dorijanlendvaj's solution](#)

228.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

229.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[dorijanlendvaj's solution](#)

230.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[dorijanlendvaj's solution](#)

231.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[dorijanlendvaj's solution](#)

232.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[dorijanlendvaj's solution](#)

233.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 900 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

234.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,950 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dorijanlendvaj's solution](#)

235.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,773 global accepts · Rating: 900 · first AC: 2018-05-06 · last AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[dorijanlendvaj's solution](#)

236.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[dorijanlendvaj's solution](#)

237.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

238.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 900 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[dorijanlendvaj's solution](#)

239.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,878 global accepts · Rating: 900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[dorijanlendvaj's solution](#)

240.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[dorijanlendvaj's solution](#)

241.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

242.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

243.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

244.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

245.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-10-15 · last AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

246.

868A

[Bark to Unlock](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

247.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 900 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

248.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,047 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

249.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

250.

834A

[The Useless Toy](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

251.

820A

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

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

[dorijanlendvaj's solution](#)

252.

556A

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

Quality: 46,386 global accepts · Rating: 900 · first AC: 2015-06-28 · GNU C++ (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

253.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[dorijanlendvaj's solution](#)

254.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[dorijanlendvaj's solution](#)

255.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[dorijanlendvaj's solution](#)

256.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

257.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[dorijanlendvaj's solution](#)

258.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[dorijanlendvaj's solution](#)

259.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

260.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[dorijanlendvaj's solution](#)

261.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[dorijanlendvaj's solution](#)

262.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[dorijanlendvaj's solution](#)

263.

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[dorijanlendvaj's solution](#)

264.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[dorijanlendvaj's solution](#)

265.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[dorijanlendvaj's solution](#)

266.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[dorijanlendvaj's solution](#)

267.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[dorijanlendvaj's solution](#)

268.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[dorijanlendvaj's solution](#)

269.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[dorijanlendvaj's solution](#)

270.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[dorijanlendvaj's solution](#)

271.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[dorijanlendvaj's solution](#)

272.

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[dorijanlendvaj's solution](#)

273.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[dorijanlendvaj's solution](#)

274.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[dorijanlendvaj's solution](#)

275.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

276.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[dorijanlendvaj's solution](#)

277.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,054 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[dorijanlendvaj's solution](#)

278.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[dorijanlendvaj's solution](#)

279.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[dorijanlendvaj's solution](#)

280.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[dorijanlendvaj's solution](#)

281.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[dorijanlendvaj's solution](#)

282.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[dorijanlendvaj's solution](#)

283.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[dorijanlendvaj's solution](#)

284.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dorijanlendvaj's solution](#)

285.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[dorijanlendvaj's solution](#)

286.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

287.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[dorijanlendvaj's solution](#)

288.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[dorijanlendvaj's solution](#)

289.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

290.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

291.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

292.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

293.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dorijanlendvaj's solution](#)

294.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[dorijanlendvaj's solution](#)

295.

1195A

[Drinks Choosing](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

296.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,574 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[dorijanlendvaj's solution](#)

297.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[dorijanlendvaj's solution](#)

298.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[dorijanlendvaj's solution](#)

299.

1140A

[Detective Book](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

300.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dorijanlendvaj's solution](#)

301.

1117B

[Emotes](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

302.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

303.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

304.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dorijanlendvaj's solution](#)

305.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

306.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

307.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[dorijanlendvaj's solution](#)

308.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[dorijanlendvaj's solution](#)

309.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

310.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

311.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dorijanlendvaj's solution](#)

312.

1023B

[Pair of Toys](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

313.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dorijanlendvaj's solution](#)

314.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[dorijanlendvaj's solution](#)

315.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

316.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,821 global accepts · Rating: 1000 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[dorijanlendvaj's solution](#)

317.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

318.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

319.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[dorijanlendvaj's solution](#)

320.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

321.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[dorijanlendvaj's solution](#)

322.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[dorijanlendvaj's solution](#)

323.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[dorijanlendvaj's solution](#)

324.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation
[dorijanlendvaj's solution](#)

325.

859B

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

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[dorijanlendvaj's solution](#)

326.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · last AC: 2017-09-01 · GNU C++11 (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

327.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,026 global accepts · Rating: 1000 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

328.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[dorijanlendvaj's solution](#)

329.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

330.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[dorijanlendvaj's solution](#)

331.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,553 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++ (first AC) · Tags: combinatorics, math
[dorijanlendvaj's solution](#)

332.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[dorijanlendvaj's solution](#)

333.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[dorijanlendvaj's solution](#)

334.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[dorijanlendvaj's solution](#)

335.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[dorijanlendvaj's solution](#)

336.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[dorijanlendvaj's solution](#)

337.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

338.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[dorijanlendvaj's solution](#)

339.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[dorijanlendvaj's solution](#)

340.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,534 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[dorijanlendvaj's solution](#)

341.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[dorijanlendvaj's solution](#)

342.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,605 global accepts · Rating: 1100 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[dorijanlendvaj's solution](#)

343.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

344.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[dorijanlendvaj's solution](#)

345.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[dorijanlendvaj's solution](#)

346.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[dorijanlendvaj's solution](#)

347.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[dorijanlendvaj's solution](#)

348.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[dorijanlendvaj's solution](#)

349.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[dorijanlendvaj's solution](#)

350.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[dorijanlendvaj's solution](#)

351.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[dorijanlendvaj's solution](#)

352.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[dorijanlendvaj's solution](#)

353.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,340 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs
[dorijanlendvaj's solution](#)

354.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
[dorijanlendvaj's solution](#)

355.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[dorijanlendvaj's solution](#)

356.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,781 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[dorijanlendvaj's solution](#)

357.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[dorijanlendvaj's solution](#)

358.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[dorijanlendvaj's solution](#)

359.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[dorijanlendvaj's solution](#)

360.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

361.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,427 global accepts · Rating: 1100 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

362.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[dorijanlendvaj's solution](#)

363.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[dorijanlendvaj's solution](#)

364.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

365.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[dorijanlendvaj's solution](#)

366.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[dorijanlendvaj's solution](#)

367.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[dorijanlendvaj's solution](#)

368.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[dorijanlendvaj's solution](#)

369.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

370.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[dorijanlendvaj's solution](#)

371.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[dorijanlendvaj's solution](#)

372.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dorijanlendvaj's solution](#)

373.

1105B

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

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[dorijanlendvaj's solution](#)

374.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[dorijanlendvaj's solution](#)

375.

1033B

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

Quality: 11,954 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dorijanlendvaj's solution](#)

376.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[dorijanlendvaj's solution](#)

377.

1038B

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

Quality: 14,717 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dorijanlendvaj's solution](#)

378.

1001A

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

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special
[dorijanlendvaj's solution](#)

379.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,284 global accepts · Rating: 1100 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[dorijanlendvaj's solution](#)

380.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[dorijanlendvaj's solution](#)

381.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

382.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[dorijanlendvaj's solution](#)

383.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[dorijanlendvaj's solution](#)

384.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 7,999 global accepts · Rating: 1100 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[dorijanlendvaj's solution](#)

385.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[dorijanlendvaj's solution](#)

386.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[dorijanlendvaj's solution](#)

387.

869A

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

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[dorijanlendvaj's solution](#)

388.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: math, number theory

[dorijanlendvaj's solution](#)

389.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: geometry

[dorijanlendvaj's solution](#)

390.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-22 · GNU C++11 (first AC) · Tags: implementation, sortings

[dorijanlendvaj's solution](#)

391.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: games, math

[dorijanlendvaj's solution](#)

392.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

393.

834B

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

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[dorijanlendvaj's solution](#)

394.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

395.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[dorijanlendvaj's solution](#)

396.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

397.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-29 · GNU C++ (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

398.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[dorijanlendvaj's solution](#)

399.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[dorijanlendvaj's solution](#)

400.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[dorijanlendvaj's solution](#)

401.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[dorijanlendvaj's solution](#)

402.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[dorijanlendvaj's solution](#)

403.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[dorijanlendvaj's solution](#)

404.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[dorijanlendvaj's solution](#)

405.

1935B

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

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[dorijanlendvaj's solution](#)

406.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[dorijanlendvaj's solution](#)

407.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[dorijanlendvaj's solution](#)

408.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,254 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[dorijanlendvaj's solution](#)

409.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dorijanlendvaj's solution](#)

410.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[dorijanlendvaj's solution](#)

411.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[dorijanlendvaj's solution](#)

412.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[dorijanlendvaj's solution](#)

413.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,126 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[dorijanlendvaj's solution](#)

414.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,863 global accepts · Rating: 1200 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[dorijanlendvaj's solution](#)

415.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[dorijanlendvaj's solution](#)

416.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[dorijanlendvaj's solution](#)

417.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[dorijanlendvaj's solution](#)

418.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-12 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[dorijanlendvaj's solution](#)

419.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[dorijanlendvaj's solution](#)

420.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,026 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[dorijanlendvaj's solution](#)

421.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[dorijanlendvaj's solution](#)

422.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[dorijanlendvaj's solution](#)

423.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[dorijanlendvaj's solution](#)

424.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[dorijanlendvaj's solution](#)

425.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[dorijanlendvaj's solution](#)

426.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[dorijanlendvaj's solution](#)

427.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[dorijanlendvaj's solution](#)

428.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[dorijanlendvaj's solution](#)

429.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[dorijanlendvaj's solution](#)

430.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

[dorijanlendvaj's solution](#)

431.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

432.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[dorijanlendvaj's solution](#)

433.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[dorijanlendvaj's solution](#)

434.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[dorijanlendvaj's solution](#)

435.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,818 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dorijanlendvaj's solution](#)

436.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[dorijanlendvaj's solution](#)

437.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[dorijanlendvaj's solution](#)

438.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[dorijanlendvaj's solution](#)

439.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,107 global accepts · Rating: 1200 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[dorijanlendvaj's solution](#)

440.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[dorijanlendvaj's solution](#)

441.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dorijanlendvaj's solution](#)

442.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

443.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dorijanlendvaj's solution](#)

444.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

445.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[dorijanlendvaj's solution](#)

446.

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

[dorijanlendvaj's solution](#)

447.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dorijanlendvaj's solution](#)

448.

1185B

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

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dorijanlendvaj's solution](#)

449.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dorijanlendvaj's solution](#)

450.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[dorijanlendvaj's solution](#)

451.

1140B

[Good String](#) · [Tutorial](#)

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

452.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[dorijanlendvaj's solution](#)

453.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[dorijanlendvaj's solution](#)

454.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · last AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[dorijanlendvaj's solution](#)

455.

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[dorijanlendvaj's solution](#)

456.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

457.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[dorijanlendvaj's solution](#)

458.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation
[dorijanlendvaj's solution](#)

459.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[dorijanlendvaj's solution](#)

460.

1029B

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

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[dorijanlendvaj's solution](#)

461.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dorijanlendvaj's solution](#)

462.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dorijanlendvaj's solution](#)

463.

1023A

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

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

464.

1017B

[The Bits](#) · [Tutorial](#)

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

465.

1002D1

[Oracle for \$f\(x\) = b * x \bmod 2\$](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[dorijanlendvaj's solution](#)

466.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[dorijanlendvaj's solution](#)

467.

1001H

[Oracle for \$f\(x\) = \text{parity of the number of 1s in } x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-07-01 · Q# (first AC) · Tags: *special
[dorijanlendvaj's solution](#)

468.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,367 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[dorijanlendvaj's solution](#)

469.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[dorijanlendvaj's solution](#)

470.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

471.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · last AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[dorijanlendvaj's solution](#)

472.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,343 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[dorijanlendvaj's solution](#)

473.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation
[dorijanlendvaj's solution](#)

474.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[dorijanlendvaj's solution](#)

475.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[dorijanlendvaj's solution](#)

476.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,113 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

477.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[dorijanlendvaj's solution](#)

478.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[dorijanlendvaj's solution](#)

479.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

480.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[dorijanlendvaj's solution](#)

481.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[dorijanlendvaj's solution](#)

482.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[dorijanlendvaj's solution](#)

483.

872B

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

Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

484.

854B

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

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[dorijanlendvaj's solution](#)

485.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,230 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: brute force, two pointers

[dorijanlendvaj's solution](#)

486.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[dorijanlendvaj's solution](#)

487.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[dorijanlendvaj's solution](#)

488.

574A

[Bear and Elections](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: greedy, implementation

[dorijanlendvaj's solution](#)

489.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,108 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[dorijanlendvaj's solution](#)

490.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[dorijanlendvaj's solution](#)

491.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[dorijanlendvaj's solution](#)

492.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dorijanlendvaj's solution](#)

493.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[dorijanlendvaj's solution](#)

494.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[dorijanlendvaj's solution](#)

495.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 1300 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[dorijanlendvaj's solution](#)

496.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[dorijanlendvaj's solution](#)

497.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

498.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[dorijanlendvaj's solution](#)

499.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[dorijanlendvaj's solution](#)

500.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[dorijanlendvaj's solution](#)

501.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[dorijanlendvaj's solution](#)

502.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dorijanlendvaj's solution](#)

503.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[dorijanlendvaj's solution](#)

504.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[dorijanlendvaj's solution](#)

505.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[dorijanlendvaj's solution](#)

506.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,108 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[dorijanlendvaj's solution](#)

507.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[dorijanlendvaj's solution](#)

508.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,804 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[dorijanlendvaj's solution](#)

509.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

510.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[dorijanlendvaj's solution](#)

511.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[dorijanlendvaj's solution](#)

512.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,547 global accepts · Rating: 1300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

513.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[dorijanlendvaj's solution](#)

514.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[dorijanlendvaj's solution](#)

515.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[dorijanlendvaj's solution](#)

516.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[dorijanlendvaj's solution](#)

517.

1470A

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

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[dorijanlendvaj's solution](#)

518.

1466C

[Canine poetry](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

519.

4C

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

Quality: 108,123 global accepts · Rating: 1300 · first AC: 2020-12-02 · last AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation

[dorijanlendvaj's solution](#)

520.

1420C1

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

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[dorijanlendvaj's solution](#)

521.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[dorijanlendvaj's solution](#)

522.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[dorijanlendvaj's solution](#)

523.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

524.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,993 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest

paths

[dorijanlendvaj's solution](#)

525.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,994 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[dorijanlendvaj's solution](#)

526.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

527.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[dorijanlendvaj's solution](#)

528.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[dorijanlendvaj's solution](#)

529.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[dorijanlendvaj's solution](#)

530.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

531.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[dorijanlendvaj's solution](#)

532.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[dorijanlendvaj's solution](#)

533.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[dorijanlendvaj's solution](#)

534.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · last AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[dorijanlendvaj's solution](#)

535.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[dorijanlendvaj's solution](#)

536.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[dorijanlendvaj's solution](#)

537.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
[dorijanlendvaj's solution](#)

538.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[dorijanlendvaj's solution](#)

539.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[dorijanlendvaj's solution](#)

540.

303A

[Lucky Permutation Triple](#) · [Tutorial](#)

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[dorijanlendvaj's solution](#)

541.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[dorijanlendvaj's solution](#)

542.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[dorijanlendvaj's solution](#)

543.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dorijanlendvaj's solution](#)

544.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[dorijanlendvaj's solution](#)

545.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

546.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[dorijanlendvaj's solution](#)

547.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[dorijanlendvaj's solution](#)

548.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, strings
[dorijanlendvaj's solution](#)

549.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

550.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
[dorijanlendvaj's solution](#)

551.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[dorijanlendvaj's solution](#)

552.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dorijanlendvaj's solution](#)

553.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dorijanlendvaj's solution](#)

554.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dorijanlendvaj's solution](#)

555.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[dorijanlendvaj's solution](#)

556.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dorijanlendvaj's solution](#)

557.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dorijanlendvaj's solution](#)

558.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[dorijanlendvaj's solution](#)

559.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dorijanlendvaj's solution](#)

560.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[dorijanlendvaj's solution](#)

561.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

562.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

563.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dorijanlendvaj's solution](#)

564.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

565.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[dorijanlendvaj's solution](#)

566.

1002D2

[Oracle for \$f\(x\) = b * x + \(1 - b\) * \(1 - x\) \bmod 2\$](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

567.

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

568.

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

569.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dorijanlendvaj's solution](#)

570.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[dorijanlendvaj's solution](#)

571.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[dorijanlendvaj's solution](#)

572.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-07-01 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

573.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

574.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

575.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dorijanlendvaj's solution](#)

576.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

577.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[dorijanlendvaj's solution](#)

578.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-17 · Go (first AC) · Tags: —

[dorijanlendvaj's solution](#)

579.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[dorijanlendvaj's solution](#)

580.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[dorijanlendvaj's solution](#)

581.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[dorijanlendvaj's solution](#)

582.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

583.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[dorijanlendvaj's solution](#)

584.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dorijanlendvaj's solution](#)

585.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

586.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[dorijanlendvaj's solution](#)

587.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[dorijanlendvaj's solution](#)

588.

872C

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

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

[dorijanlendvaj's solution](#)

589.

841C

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

Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

590.

821B

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

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

[dorijanlendvaj's solution](#)

591.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[dorijanlendvaj's solution](#)

592.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[dorijanlendvaj's solution](#)

593.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-28 · last AC: 2015-12-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[dorijanlendvaj's solution](#)

594.

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2015-08-30 · GNU C++ (first AC) · Tags: math, number theory

[dorijanlendvaj's solution](#)

595.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dorijanlendvaj's solution](#)

596.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[dorijanlendvaj's solution](#)

597.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[dorijanlendvaj's solution](#)

598.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[dorijanlendvaj's solution](#)

599.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[dorijanlendvaj's solution](#)

600.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings
[dorijanlendvaj's solution](#)

601.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[dorijanlendvaj's solution](#)

602.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
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603.

2035C

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Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
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604.

1967B1

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Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
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605.

1967A

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Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
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606.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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607.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
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608.

1909C

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Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
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609.

1830A

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Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
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610.

1837D

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Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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611.

1761C

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Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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612.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

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613.

1696C

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Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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614.

1691C

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Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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615.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[dorijanlendvaj's solution](#)

616.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
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617.

1634B

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Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[dorijanlendvaj's solution](#)

618.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
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619.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[dorijanlendvaj's solution](#)

620.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,731 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[dorijanlendvaj's solution](#)

621.

1520E

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Quality: 28,607 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[dorijanlendvaj's solution](#)

622.

1515C

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Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[dorijanlendvaj's solution](#)

623.

1517C

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Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[dorijanlendvaj's solution](#)

624.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[dorijanlendvaj's solution](#)

625.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[dorijanlendvaj's solution](#)

626.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[dorijanlendvaj's solution](#)

627.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[dorijanlendvaj's solution](#)

628.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[dorijanlendvaj's solution](#)

629.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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630.

1380C

[Create The Teams](#) · [Tutorial](#)

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631.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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632.

1369C

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Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers
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633.

1363B

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Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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634.

1354C1

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635.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[dorijanlendvaj's solution](#)

636.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[dorijanlendvaj's solution](#)

637.

1332B

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Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[dorijanlendvaj's solution](#)

638.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
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639.

1320A

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Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[dorijanlendvaj's solution](#)

640.

1189C

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Quality: 11,070 global accepts · Rating: 1400 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[dorijanlendvaj's solution](#)

641.

1200C

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Quality: 10,636 global accepts · Rating: 1400 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dorijanlendvaj's solution](#)

642.

1292A

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Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[dorijanlendvaj's solution](#)

643.

698A

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Quality: 37,941 global accepts · Rating: 1400 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dorijanlendvaj's solution](#)

644.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[dorijanlendvaj's solution](#)

645.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[dorijanlendvaj's solution](#)

646.

1279C

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Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[dorijanlendvaj's solution](#)

647.

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[dorijanlendvaj's solution](#)

648.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dorijanlendvaj's solution](#)

649.

1276A

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Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[dorijanlendvaj's solution](#)

650.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
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651.

435B

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Quality: 7,561 global accepts · Rating: 1400 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dorijanlendvaj's solution](#)

652.

713A

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Quality: 8,865 global accepts · Rating: 1400 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[dorijanlendvaj's solution](#)

653.

1251B

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Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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654.

1197C

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Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[dorijanlendvaj's solution](#)

655.

1195C

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Quality: 34,835 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp
[dorijanlendvaj's solution](#)

656.

1190A

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Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[dorijanlendvaj's solution](#)

657.

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
[dorijanlendvaj's solution](#)

658.

1183D

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Quality: 20,416 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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659.

1183C

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Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
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660.

1167B

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Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

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661.

1167C

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Quality: 25,997 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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662.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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663.

1131B

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Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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664.

1110B

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Quality: 16,584 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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665.

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dorijanlendvaj's solution](#)

666.

1095C

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Quality: 19,587 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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667.

1046F

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Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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668.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

669.

1004C

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Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dorijanlendvaj's solution](#)

670.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-07-01 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

671.

1001C

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

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-07-01 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

672.

1001D

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

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

673.

1001B

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

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

674.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[dorijanlendvaj's solution](#)

675.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[dorijanlendvaj's solution](#)

676.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[dorijanlendvaj's solution](#)

677.

977D

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

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[dorijanlendvaj's solution](#)

678.

975C

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Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[dorijanlendvaj's solution](#)

679.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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680.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[dorijanlendvaj's solution](#)

681.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

682.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[dorijanlendvaj's solution](#)

683.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[dorijanlendvaj's solution](#)

684.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games

[dorijanlendvaj's solution](#)

685.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[dorijanlendvaj's solution](#)

686.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[dorijanlendvaj's solution](#)

687.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

688.

868B

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

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · last AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

689.

867B

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

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[dorijanlendvaj's solution](#)

690.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[dorijanlendvaj's solution](#)

691.

752C

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

Rating: 1400 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[dorijanlendvaj's solution](#)

692.

650A

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Quality: 16,636 global accepts · Rating: 1400 · first AC: 2016-08-31 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[dorijanlendvaj's solution](#)

693.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[dorijanlendvaj's solution](#)

694.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[dorijanlendvaj's solution](#)

695.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

696.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[dorijanlendvaj's solution](#)

697.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[dorijanlendvaj's solution](#)

698.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[dorijanlendvaj's solution](#)

699.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[dorijanlendvaj's solution](#)

700.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[dorijanlendvaj's solution](#)

701.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[dorijanlendvaj's solution](#)

702.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[dorijanlendvaj's solution](#)

703.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[dorijanlendvaj's solution](#)

704.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[dorijanlendvaj's solution](#)

705.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,119 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[dorijanlendvaj's solution](#)

706.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[dorijanlendvaj's solution](#)

707.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[dorijanlendvaj's solution](#)

708.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2021-01-20 · Python 3 (first AC) · Tags: implementation, strings

[dorijanlendvaj's solution](#)

709.

1466D

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

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

[dorijanlendvaj's solution](#)

710.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[dorijanlendvaj's solution](#)

711.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[dorijanlendvaj's solution](#)

712.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[dorijanlendvaj's solution](#)

713.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics
[dorijanlendvaj's solution](#)

714.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[dorijanlendvaj's solution](#)

715.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[dorijanlendvaj's solution](#)

716.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[dorijanlendvaj's solution](#)

717.

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[dorijanlendvaj's solution](#)

718.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[dorijanlendvaj's solution](#)

719.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[dorijanlendvaj's solution](#)

720.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[dorijanlendvaj's solution](#)

721.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[dorijanlendvaj's solution](#)

722.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[dorijanlendvaj's solution](#)

723.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,857 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[dorijanlendvaj's solution](#)

724.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[dorijanlendvaj's solution](#)

725.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[dorijanlendvaj's solution](#)

726.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[dorijanlendvaj's solution](#)

727.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[dorijanlendvaj's solution](#)

728.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[dorijanlendvaj's solution](#)

729.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[dorijanlendvaj's solution](#)

730.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[dorijanlendvaj's solution](#)

731.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[dorijanlendvaj's solution](#)

732.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[dorijanlendvaj's solution](#)

733.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dorijanlendvaj's solution](#)

734.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[dorijanlendvaj's solution](#)

735.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[dorijanlendvaj's solution](#)

736.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[dorijanlendvaj's solution](#)

737.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[dorijanlendvaj's solution](#)

738.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[dorijanlendvaj's solution](#)

739.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[dorijanlendvaj's solution](#)

740.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[dorijanlendvaj's solution](#)

741.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
[dorijanlendvaj's solution](#)

742.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[dorijanlendvaj's solution](#)

743.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[dorijanlendvaj's solution](#)

744.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dorijanlendvaj's solution](#)

745.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[dorijanlendvaj's solution](#)

746.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[dorijanlendvaj's solution](#)

747.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dorijanlendvaj's solution](#)

748.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[dorijanlendvaj's solution](#)

749.

1195D1

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

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

[dorijanlendvaj's solution](#)

750.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[dorijanlendvaj's solution](#)

751.

1166C

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

Quality: 11,032 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[dorijanlendvaj's solution](#)

752.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dorijanlendvaj's solution](#)

753.

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[dorijanlendvaj's solution](#)

754.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[dorijanlendvaj's solution](#)

755.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dorijanlendvaj's solution](#)

756.

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[dorijanlendvaj's solution](#)

757.

1110C

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

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

[dorijanlendvaj's solution](#)

758.

1105C

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

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dorijanlendvaj's solution](#)

759.

1101E

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

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

[dorijanlendvaj's solution](#)

760.

1101C

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

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[dorijanlendvaj's solution](#)

761.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[dorijanlendvaj's solution](#)

762.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[dorijanlendvaj's solution](#)

763.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dorijanlendvaj's solution](#)

764.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[dorijanlendvaj's solution](#)

765.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[dorijanlendvaj's solution](#)

766.

1010A

[Fly](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

767.

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2018-07-07 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

768.

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

769.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

770.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

771.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

772.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

773.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[dorijanlendvaj's solution](#)

774.

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[dorijanlendvaj's solution](#)

775.

977E

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

Quality: 25,613 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[dorijanlendvaj's solution](#)

776.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[dorijanlendvaj's solution](#)

777.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[dorijanlendvaj's solution](#)

778.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[dorijanlendvaj's solution](#)

779.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[dorijanlendvaj's solution](#)

780.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[dorijanlendvaj's solution](#)

781.

876D

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

Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers
[dorijanlendvaj's solution](#)

782.

873B

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

Quality: 9,109 global accepts · Rating: 1500 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[dorijanlendvaj's solution](#)

783.

868C

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

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

784.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[dorijanlendvaj's solution](#)

785.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[dorijanlendvaj's solution](#)

786.

855B

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

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[dorijanlendvaj's solution](#)

787.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[dorijanlendvaj's solution](#)

788.

859C

[Pie Rules](#) · [Tutorial](#)

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

789.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[dorijanlendvaj's solution](#)

790.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 1500 · first AC: 2017-08-22 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[dorijanlendvaj's solution](#)

791.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,092 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[dorijanlendvaj's solution](#)

792.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[dorijanlendvaj's solution](#)

793.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-11 · GNU C++ (first AC) · Tags: implementation, math
[dorijanlendvaj's solution](#)

794.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,579 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[dorijanlendvaj's solution](#)

795.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[dorijanlendvaj's solution](#)

796.

2167G

[Mukhammadali and the Smooth Array](#) · Tutorial

Quality: 11,015 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[dorijanlendvaj's solution](#)

797.

2167F

[Tree, TREE!!!](#) · Tutorial

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
[dorijanlendvaj's solution](#)

798.

2167E

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799.

2129B

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800.

2084D

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801.

2048D

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802.

2018A

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803.

1994C

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804.

1782C

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805.

1779C

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806.

1687A

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807.

1677A

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808.

1623C

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809.

1615C

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810.

1609D

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811.

1612D

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812.

1566D2

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813.

1530D

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814.

1537E1

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815.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
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816.

1520F1

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817.

1505B

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818.

1481C

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819.

1476C

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820.

1475E

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821.

1469C

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822.

1468K

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823.

1458A

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824.

1461D

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825.

1423K

[Lonely Numbers · Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers
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826.

1407C

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827.

343A

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828.

68B

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829.

1398C

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830.

1389B

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[dorijanlendvaj's solution](#)

831.

1373D

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[dorijanlendvaj's solution](#)

832.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

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833.

138A

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834.

1082C

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Quality: 6,133 global accepts · Rating: 1600 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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835.

682C

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[dorijanlendvaj's solution](#)

836.

1363C

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837.

1349A

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838.

1352G

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839.

1344A

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840.

1336A

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Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
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841.

1327C

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842.

1196D2

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Quality: 10,436 global accepts · Rating: 1600 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
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843.

1252C

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Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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844.

847B

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845.

1295C

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846.

1288C

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847.

601A

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848.

380A

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849.

1284C

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850.

508C

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851.

1282B2

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Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
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852.

812B

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853.

888D

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Quality: 10,502 global accepts · Rating: 1600 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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854.

785C

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855.

741B

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856.

1261B1

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857.

735C

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858.

861D

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859.

780C

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860.

1246A

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[dorijanlendvaj's solution](#)

861.

1240A

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Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[dorijanlendvaj's solution](#)

862.

101647A

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Rating: 1600 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
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863.

568A

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864.

1234D

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865.

333A

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866.

1203D1

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867.

1198A

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868.

1198B

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structures, sortings

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869.

1184C1

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870.

1184D1

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871.

1151D

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[dorijanlendvaj's solution](#)

872.

1151B

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873.

1140C

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

[dorijanlendvaj's solution](#)

874.

1137B

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Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

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875.

1137A

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Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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876.

1109A

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877.

1098A

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[dorijanlendvaj's solution](#)

878.

1095D

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Quality: 8,093 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

879.

1056D

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Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[dorijanlendvaj's solution](#)

880.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dorijanlendvaj's solution](#)

881.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[dorijanlendvaj's solution](#)

882.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[dorijanlendvaj's solution](#)

883.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

884.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[dorijanlendvaj's solution](#)

885.

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing

[dorijanlendvaj's solution](#)

886.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,238 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[dorijanlendvaj's solution](#)

887.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,964 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

888.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[dorijanlendvaj's solution](#)

889.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[dorijanlendvaj's solution](#)

890.

1029C

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

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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891.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[dorijanlendvaj's solution](#)

892.

1025B

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

[dorijanlendvaj's solution](#)

893.

1025C

[Plasticine zebra](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

894.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

895.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dorijanlendvaj's solution](#)

896.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2018-07-07 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

897.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2018-07-07 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

898.

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2018-07-07 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

899.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

900.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-07-01 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

901.

992B

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

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

[dorijanlendvaj's solution](#)

902.

992C

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

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

903.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[dorijanlendvaj's solution](#)

904.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dorijanlendvaj's solution](#)

905.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[dorijanlendvaj's solution](#)

906.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[dorijanlendvaj's solution](#)

907.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[dorijanlendvaj's solution](#)

908.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[dorijanlendvaj's solution](#)

909.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[dorijanlendvaj's solution](#)

910.

953D

[Choose Place](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-17 · GNU C11 (first AC) · Tags: —

[dorijanlendvaj's solution](#)

911.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[dorijanlendvaj's solution](#)

912.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[dorijanlendvaj's solution](#)

913.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[dorijanlendvaj's solution](#)

914.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[dorijanlendvaj's solution](#)

915.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[dorijanlendvaj's solution](#)

916.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[dorijanlendvaj's solution](#)

917.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[dorijanlendvaj's solution](#)

918.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[dorijanlendvaj's solution](#)

919.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · last AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[dorijanlendvaj's solution](#)

920.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation, strings

[dorijanlendvaj's solution](#)

921.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[dorijanlendvaj's solution](#)

922.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: brute force, geometry

[dorijanlendvaj's solution](#)

923.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

924.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,387 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: dp, implementation

[dorijanlendvaj's solution](#)

925.

825C

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

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

[dorijanlendvaj's solution](#)

926.

825B

[Five-In-a-Row](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

927.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dorijanlendvaj's solution](#)

928.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[dorijanlendvaj's solution](#)

929.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[dorijanlendvaj's solution](#)

930.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[dorijanlendvaj's solution](#)

931.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[dorijanlendvaj's solution](#)

932.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[dorijanlendvaj's solution](#)

933.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[dorijanlendvaj's solution](#)

934.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[dorijanlendvaj's solution](#)

935.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[dorijanlendvaj's solution](#)

936.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths
[dorijanlendvaj's solution](#)

937.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[dorijanlendvaj's solution](#)

938.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[dorijanlendvaj's solution](#)

939.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[dorijanlendvaj's solution](#)

940.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[dorijanlendvaj's solution](#)

941.

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
[dorijanlendvaj's solution](#)

942.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[dorijanlendvaj's solution](#)

943.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[dorijanlendvaj's solution](#)

944.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[dorijanlendvaj's solution](#)

945.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[dorijanlendvaj's solution](#)

946.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[dorijanlendvaj's solution](#)

947.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[dorijanlendvaj's solution](#)

948.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[dorijanlendvaj's solution](#)

949.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[dorijanlendvaj's solution](#)

950.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[dorijanlendvaj's solution](#)

951.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[dorijanlendvaj's solution](#)

952.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[dorijanlendvaj's solution](#)

953.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[dorijanlendvaj's solution](#)

954.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[dorijanlendvaj's solution](#)

955.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[dorijanlendvaj's solution](#)

956.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[dorijanlendvaj's solution](#)

957.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[dorijanlendvaj's solution](#)

958.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[dorijanlendvaj's solution](#)

959.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[dorijanlendvaj's solution](#)

960.

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

[dorijanlendvaj's solution](#)

961.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[dorijanlendvaj's solution](#)

962.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[dorijanlendvaj's solution](#)

963.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[dorijanlendvaj's solution](#)

964.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[dorijanlendvaj's solution](#)

965.

938C

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

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms

[dorijanlendvaj's solution](#)

966.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,027 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[dorijanlendvaj's solution](#)

967.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[dorijanlendvaj's solution](#)

968.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[dorijanlendvaj's solution](#)

969.

1381A2

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

Quality: 14,324 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

[dorijanlendvaj's solution](#)

970.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[dorijanlendvaj's solution](#)

971.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[dorijanlendvaj's solution](#)

972.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[dorijanlendvaj's solution](#)

973.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[dorijanlendvaj's solution](#)

974.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[dorijanlendvaj's solution](#)

975.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, trees
[dorijanlendvaj's solution](#)

976.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[dorijanlendvaj's solution](#)

977.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[dorijanlendvaj's solution](#)

978.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, sortings
[dorijanlendvaj's solution](#)

979.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
[dorijanlendvaj's solution](#)

980.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy
[dorijanlendvaj's solution](#)

981.

1336B

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

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

982.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[dorijanlendvaj's solution](#)

983.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[dorijanlendvaj's solution](#)

984.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[dorijanlendvaj's solution](#)

985.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[dorijanlendvaj's solution](#)

986.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[dorijanlendvaj's solution](#)

987.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[dorijanlendvaj's solution](#)

988.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[dorijanlendvaj's solution](#)

989.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[dorijanlendvaj's solution](#)

990.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[dorijanlendvaj's solution](#)

991.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[dorijanlendvaj's solution](#)

992.

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[dorijanlendvaj's solution](#)

993.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[dorijanlendvaj's solution](#)

994.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[dorijanlendvaj's solution](#)

995.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[dorijanlendvaj's solution](#)

996.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[dorijanlendvaj's solution](#)

997.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

998.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

999.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[dorijanlendvaj's solution](#)

1000.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[dorijanlendvaj's solution](#)

1001.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[dorijanlendvaj's solution](#)

1002.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[dorijanlendvaj's solution](#)

1003.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[dorijanlendvaj's solution](#)

1004.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[dorijanlendvaj's solution](#)

1005.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[dorijanlendvaj's solution](#)

1006.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dorijanlendvaj's solution](#)

1007.

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[dorijanlendvaj's solution](#)

1008.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[dorijanlendvaj's solution](#)

1009.

833A

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

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dorijanlendvaj's solution](#)

1010.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-30 · last AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dorijanlendvaj's solution](#)

1011.

1249E

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

Quality: 10,999 global accepts · Rating: 1700 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[dorijanlendvaj's solution](#)

1012.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dorijanlendvaj's solution](#)

1013.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[dorijanlendvaj's solution](#)**1014.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[dorijanlendvaj's solution](#)**1015.**

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)**1016.**

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[dorijanlendvaj's solution](#)**1017.**

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · last AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[dorijanlendvaj's solution](#)**1018.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[dorijanlendvaj's solution](#)**1019.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[dorijanlendvaj's solution](#)**1020.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[dorijanlendvaj's solution](#)**1021.**

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[dorijanlendvaj's solution](#)**1022.**

1203D2

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

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[dorijanlendvaj's solution](#)

1023.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: games, math

[dorijanlendvaj's solution](#)

1024.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

1025.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[dorijanlendvaj's solution](#)

1026.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[dorijanlendvaj's solution](#)

1027.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[dorijanlendvaj's solution](#)

1028.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[dorijanlendvaj's solution](#)

1029.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

1030.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[dorijanlendvaj's solution](#)

1031.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[dorijanlendvaj's solution](#)

1032.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[dorijanlendvaj's solution](#)

1033.

1102E

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

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[dorijanlendvaj's solution](#)

1034.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[dorijanlendvaj's solution](#)

1035.

1074A

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

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[dorijanlendvaj's solution](#)

1036.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[dorijanlendvaj's solution](#)

1037.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

1038.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[dorijanlendvaj's solution](#)

1039.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[dorijanlendvaj's solution](#)

1040.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dorijanlendvaj's solution](#)

1041.

1023D

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

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

[dorijanlendvaj's solution](#)

1042.

1002B4

[Distinguish four 2-qubit states - 2](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 1700 · first AC: 2018-07-07 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

1043.

1002C1

[Distinguish zero state and plus state with minimum error](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 1700 · first AC: 2018-07-07 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

1044.

1000C

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

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[dorijanlendvaj's solution](#)

1045.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[dorijanlendvaj's solution](#)

1046.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[dorijanlendvaj's solution](#)

1047.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[dorijanlendvaj's solution](#)

1048.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[dorijanlendvaj's solution](#)

1049.

977F

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

Quality: 25,128 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dorijanlendvaj's solution](#)

1050.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[dorijanlendvaj's solution](#)

1051.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[dorijanlendvaj's solution](#)

1052.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[dorijanlendvaj's solution](#)

1053.

953I

[A Vital Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-17 · JavaScript (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1054.

953C

[Is This a Zebra?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1055.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[dorijanlendvaj's solution](#)

1056.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

1057.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[dorijanlendvaj's solution](#)

1058.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[dorijanlendvaj's solution](#)

1059.

897C

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

Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[dorijanlendvaj's solution](#)

1060.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[dorijanlendvaj's solution](#)

1061.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[dorijanlendvaj's solution](#)

1062.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[dorijanlendvaj's solution](#)

1063.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[dorijanlendvaj's solution](#)

1064.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[dorijanlendvaj's solution](#)

1065.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[dorijanlendvaj's solution](#)

1066.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[dorijanlendvaj's solution](#)

1067.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[dorijanlendvaj's solution](#)

1068.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 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

[dorijanlendvaj's solution](#)

1069.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 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

[dorijanlendvaj's solution](#)

1070.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[dorijanlendvaj's solution](#)

1071.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[dorijanlendvaj's solution](#)

1072.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[dorijanlendvaj's solution](#)

1073.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[dorijanlendvaj's solution](#)

1074.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[dorijanlendvaj's solution](#)

1075.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[dorijanlendvaj's solution](#)

1076.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[dorijanlendvaj's solution](#)

1077.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[dorijanlendvaj's solution](#)

1078.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[dorijanlendvaj's solution](#)

1079.

1630B

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

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[dorijanlendvaj's solution](#)

1080.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[dorijanlendvaj's solution](#)

1081.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[dorijanlendvaj's solution](#)

1082.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[dorijanlendvaj's solution](#)

1083.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[dorijanlendvaj's solution](#)

1084.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[dorijanlendvaj's solution](#)

1085.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[dorijanlendvaj's solution](#)

1086.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

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1087.

1477A

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1088.

1475D

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1089.

1466E

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1090.

1468J

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Quality: 5,904 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

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1091.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

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1092.

1442A

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Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[dorijanlendvaj's solution](#)

1093.

174C

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Quality: 1,258 global accepts · Rating: 1800 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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1094.

1420D

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Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[dorijanlendvaj's solution](#)

1095.

58C

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Quality: 2,264 global accepts · Rating: 1800 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force

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1096.

626D

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Quality: 3,159 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, probabilities

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1097.

1398D

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Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

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1098.

1394A

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Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[dorijanlendvaj's solution](#)

1099.

1381B

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Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · last AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[dorijanlendvaj's solution](#)

1100.

201B

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Quality: 1,392 global accepts · Rating: 1800 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: math, ternary search

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1101.

1213G

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Quality: 9,533 global accepts · Rating: 1800 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[dorijanlendvaj's solution](#)

1102.

1129A2

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Quality: 4,242 global accepts · Rating: 1800 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[dorijanlendvaj's solution](#)

1103.

263D

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Quality: 4,478 global accepts · Rating: 1800 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[dorijanlendvaj's solution](#)

1104.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory, sortings

[dorijanlendvaj's solution](#)

1105.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, sortings
[dorijanlendvaj's solution](#)

1106.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[dorijanlendvaj's solution](#)

1107.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers
[dorijanlendvaj's solution](#)

1108.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[dorijanlendvaj's solution](#)

1109.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
[dorijanlendvaj's solution](#)

1110.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[dorijanlendvaj's solution](#)

1111.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[dorijanlendvaj's solution](#)

1112.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · PyPy 3 (first AC) · Tags: constructive algorithms, math, ternary search
[dorijanlendvaj's solution](#)

1113.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[dorijanlendvaj's solution](#)

1114.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers
[dorijanlendvaj's solution](#)

1115.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

1116.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[dorijanlendvaj's solution](#)

1117.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[dorijanlendvaj's solution](#)

1118.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[dorijanlendvaj's solution](#)

1119.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dorijanlendvaj's solution](#)

1120.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[dorijanlendvaj's solution](#)

1121.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[dorijanlendvaj's solution](#)

1122.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[dorijanlendvaj's solution](#)

1123.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[dorijanlendvaj's solution](#)

1124.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[dorijanlendvaj's solution](#)

1125.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[dorijanlendvaj's solution](#)

1126.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[dorijanlendvaj's solution](#)

1127.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[dorijanlendvaj's solution](#)

1128.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[dorijanlendvaj's solution](#)

1129.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[dorijanlendvaj's solution](#)

1130.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[dorijanlendvaj's solution](#)

1131.

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[dorijanlendvaj's solution](#)

1132.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[dorijanlendvaj's solution](#)

1133.

433C

[Ryouko's Memory Note](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[dorijanlendvaj's solution](#)

1134.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[dorijanlendvaj's solution](#)

1135.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dorijanlendvaj's solution](#)

1136.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[dorijanlendvaj's solution](#)

1137.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2019-11-03 · last AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, trees
[dorijanlendvaj's solution](#)

1138.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[dorijanlendvaj's solution](#)

1139.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[dorijanlendvaj's solution](#)

1140.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[dorijanlendvaj's solution](#)

1141.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dorijanlendvaj's solution](#)

1142.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
[dorijanlendvaj's solution](#)

1143.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dorijanlendvaj's solution](#)

1144.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dorijanlendvaj's solution](#)

1145.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[dorijanlendvaj's solution](#)

1146.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[dorijanlendvaj's solution](#)

1147.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games

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1148.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[dorijanlendvaj's solution](#)

1149.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dorijanlendvaj's solution](#)

1150.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[dorijanlendvaj's solution](#)

1151.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2019-05-01 · last AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[dorijanlendvaj's solution](#)

1152.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[dorijanlendvaj's solution](#)

1153.

1119D

[Frets On Fire](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

1154.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[dorijanlendvaj's solution](#)

1155.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[dorijanlendvaj's solution](#)

1156.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[dorijanlendvaj's solution](#)

1157.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[dorijanlendvaj's solution](#)

1158.

1016D

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

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[dorijanlendvaj's solution](#)

1159.

1010B

[Rocket](#) · [Tutorial](#)

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

[dorijanlendvaj's solution](#)

1160.

1002C2

[Distinguish zero state and plus state without errors](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 1800 · first AC: 2018-07-07 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

1161.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities

[dorijanlendvaj's solution](#)

1162.

953B

[Add Points](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-17 · Python 2 (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1163.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[dorijanlendvaj's solution](#)

1164.

934C

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

Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[dorijanlendvaj's solution](#)

1165.

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math

[dorijanlendvaj's solution](#)

1166.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[dorijanlendvaj's solution](#)

1167.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[dorijanlendvaj's solution](#)

1168.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[dorijanlendvaj's solution](#)

1169.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[dorijanlendvaj's solution](#)

1170.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[dorijanlendvaj's solution](#)

1171.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[dorijanlendvaj's solution](#)

1172.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[dorijanlendvaj's solution](#)

1173.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[dorijanlendvaj's solution](#)

1174.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[dorijanlendvaj's solution](#)

1175.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[dorijanlendvaj's solution](#)

1176.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[dorijanlendvaj's solution](#)

1177.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[dorijanlendvaj's solution](#)

1178.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[dorijanlendvaj's solution](#)

1179.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[dorijanlendvaj's solution](#)

1180.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

1181.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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1182.

1785B

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1183.

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1184.

1738D

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1185.

1718A2

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1187.

1689D

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1188.

1677C

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1189.

1656D

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1190.

1648C

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1191.

1558B

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1192.

1495B

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1193.

1477B

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1194.

1475F

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1195.

1475G

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1196.

1470B

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1197.

1439A2

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1198.

1444B

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1199.

1434A

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1200.

1436D

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1201.

1428D

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1202.

1423B

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1203.

1383B

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1204.

1369D

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1205.

232B

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1206.

914D

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1207.

691E

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1208.

982D

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1209.

746E

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1210.

1361B

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1212.

488B

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1213.

1360G

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1215.

1348D

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1216.

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1217.

1015E2

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1218.

1305D

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1219.

1313C2

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1220.

1307D

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1221.

557C

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1222.

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1223.

420C

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1224.

660D

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241G

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1226.

582B

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1227.

362C

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1228.

847I

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1229.

437D

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1230.

1270D

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1231.

1264B

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1232.

121C

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1233.

1260D

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137D

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1235.

336B

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1236.

633C

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1237.

739B

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1238.

135C

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1239.

552D

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711D

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1241.

894C

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803C

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1243.

1237C2

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568B

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1245.

1220D

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1208D

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1247.

1207E

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1248.

1205B

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1249.

1197D

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1250.

1178E

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1251.

1184E1

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1252.

1183H

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1253.

1174D

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1254.

1168B

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1255.

1157D

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1256.

1155D

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Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

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1257.

1119E

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1258.

1117C

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1259.

1105D

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1260.

1017D

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1261.

1095E

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1262.

1077F1

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1263.

1055C

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1264.

1074B

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1265.

1043E

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1266.

1071B

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1267.

1054D

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1268.

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1270.

1036C

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1271.

965D

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1272.

959E

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1273.

959D

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1274.

935D

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1275.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, strings
[dorijanlendvaj's solution](#)

1276.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[dorijanlendvaj's solution](#)

1277.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[dorijanlendvaj's solution](#)

1278.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[dorijanlendvaj's solution](#)

1279.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[dorijanlendvaj's solution](#)

1280.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[dorijanlendvaj's solution](#)

1281.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[dorijanlendvaj's solution](#)

1282.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy
[dorijanlendvaj's solution](#)

1283.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[dorijanlendvaj's solution](#)

1284.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[dorijanlendvaj's solution](#)

1285.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[dorijanlendvaj's solution](#)

1286.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[dorijanlendvaj's solution](#)

1287.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[dorijanlendvaj's solution](#)

1288.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[dorijanlendvaj's solution](#)

1289.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 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
[dorijanlendvaj's solution](#)

1290.

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: interactive, trees
[dorijanlendvaj's solution](#)

1291.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[dorijanlendvaj's solution](#)

1292.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[dorijanlendvaj's solution](#)

1293.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[dorijanlendvaj's solution](#)

1294.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[dorijanlendvaj's solution](#)

1295.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[dorijanlendvaj's solution](#)

1296.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[dorijanlendvaj's solution](#)

1297.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[dorijanlendvaj's solution](#)

1298.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[dorijanlendvaj's solution](#)

1299.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[dorijanlendvaj's solution](#)

1300.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[dorijanlendvaj's solution](#)

1301.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[dorijanlendvaj's solution](#)

1302.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[dorijanlendvaj's solution](#)

1303.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[dorijanlendvaj's solution](#)

1304.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[dorijanlendvaj's solution](#)

1305.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[dorijanlendvaj's solution](#)

1306.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[dorijanlendvaj's solution](#)

1307.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[dorijanlendvaj's solution](#)

1308.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data

structures, dp, implementation, sortings, two pointers

[dorijanlendvaj's solution](#)

1309.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[dorijanlendvaj's solution](#)

1310.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[dorijanlendvaj's solution](#)

1311.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · last AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[dorijanlendvaj's solution](#)

1312.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[dorijanlendvaj's solution](#)

1313.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[dorijanlendvaj's solution](#)

1314.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[dorijanlendvaj's solution](#)

1315.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[dorijanlendvaj's solution](#)

1316.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[dorijanlendvaj's solution](#)

1317.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[dorijanlendvaj's solution](#)

1318.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[dorijanlendvaj's solution](#)

1319.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[dorijanlendvaj's solution](#)

1320.

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[dorijanlendvaj's solution](#)

1321.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[dorijanlendvaj's solution](#)

1322.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · last AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math

[dorijanlendvaj's solution](#)

1323.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[dorijanlendvaj's solution](#)

1324.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

1325.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[dorijanlendvaj's solution](#)

1326.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[dorijanlendvaj's solution](#)

1327.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[dorijanlendvaj's solution](#)

1328.

346B

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

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[dorijanlendvaj's solution](#)

1329.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[dorijanlendvaj's solution](#)

1330.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
[dorijanlendvaj's solution](#)

1331.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[dorijanlendvaj's solution](#)

1332.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[dorijanlendvaj's solution](#)

1333.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[dorijanlendvaj's solution](#)

1334.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[dorijanlendvaj's solution](#)

1335.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[dorijanlendvaj's solution](#)

1336.

877E

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

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[dorijanlendvaj's solution](#)

1337.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, strings
[dorijanlendvaj's solution](#)

1338.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[dorijanlendvaj's solution](#)

1339.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, two pointers
[dorijanlendvaj's solution](#)

1340.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[dorijanlendvaj's solution](#)

1341.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
[dorijanlendvaj's solution](#)

1342.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules
[dorijanlendvaj's solution](#)

1343.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[dorijanlendvaj's solution](#)

1344.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[dorijanlendvaj's solution](#)

1345.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
[dorijanlendvaj's solution](#)

1346.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[dorijanlendvaj's solution](#)

1347.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2019-11-04 · last AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu
[dorijanlendvaj's solution](#)

1348.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[dorijanlendvaj's solution](#)

1349.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[dorijanlendvaj's solution](#)

1350.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[dorijanlendvaj's solution](#)

1351.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[dorijanlendvaj's solution](#)

1352.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[dorijanlendvaj's solution](#)

1353.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

1354.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[dorijanlendvaj's solution](#)

1355.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[dorijanlendvaj's solution](#)

1356.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[dorijanlendvaj's solution](#)

1357.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[dorijanlendvaj's solution](#)

1358.

1183E

[Subsequences \(easy version\)](#) · [Tutorial](#)

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[dorijanlendvaj's solution](#)

1359.

1183G

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

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[dorijanlendvaj's solution](#)

1360.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[dorijanlendvaj's solution](#)

1361.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[dorijanlendvaj's solution](#)

1362.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
[dorijanlendvaj's solution](#)

1363.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees
[dorijanlendvaj's solution](#)

1364.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dorijanlendvaj's solution](#)

1365.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[dorijanlendvaj's solution](#)

1366.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[dorijanlendvaj's solution](#)

1367.

669E

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[dorijanlendvaj's solution](#)

1368.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2018-09-12 · last AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[dorijanlendvaj's solution](#)

1369.

1029F

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Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
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1370.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
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1371.

998D

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Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy
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1372.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
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1373.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math
[dorijanlendvaj's solution](#)

1374.

964D

[Destruction of a Tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[dorijanlendvaj's solution](#)

1375.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,865 global accepts · Rating: 2000 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry
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1376.

953F

[Mobile Communications](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-03-17 · Mono C# (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1377.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[dorijanlendvaj's solution](#)

1378.

911E

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Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[dorijanlendvaj's solution](#)

1379.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[dorijanlendvaj's solution](#)

1380.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[dorijanlendvaj's solution](#)

1381.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[dorijanlendvaj's solution](#)

1382.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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1383.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[dorijanlendvaj's solution](#)

1384.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[dorijanlendvaj's solution](#)

1385.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[dorijanlendvaj's solution](#)

1386.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[dorijanlendvaj's solution](#)

1387.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[dorijanlendvaj's solution](#)

1388.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[dorijanlendvaj's solution](#)

1389.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[dorijanlendvaj's solution](#)

1390.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and

similar, dsu, graphs, greedy

[dorijanlendvaj's solution](#)

1391.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[dorijanlendvaj's solution](#)

1392.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[dorijanlendvaj's solution](#)

1393.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[dorijanlendvaj's solution](#)

1394.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[dorijanlendvaj's solution](#)

1395.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

1396.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[dorijanlendvaj's solution](#)

1397.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[dorijanlendvaj's solution](#)

1398.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[dorijanlendvaj's solution](#)

1399.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[dorijanlendvaj's solution](#)

1400.

1472F

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

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings,

greedy, sortings

[dorijanlendvaj's solution](#)

1401.

1466F

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

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

[dorijanlendvaj's solution](#)

1402.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[dorijanlendvaj's solution](#)

1403.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[dorijanlendvaj's solution](#)

1404.

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[dorijanlendvaj's solution](#)

1405.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[dorijanlendvaj's solution](#)

1406.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[dorijanlendvaj's solution](#)

1407.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, greedy, trees

[dorijanlendvaj's solution](#)

1408.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · last AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[dorijanlendvaj's solution](#)

1409.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[dorijanlendvaj's solution](#)

1410.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[dorijanlendvaj's solution](#)

1411.

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[dorijanlendvaj's solution](#)

1412.

1322B

[Present · Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[dorijanlendvaj's solution](#)

1413.

1296F

[Berland Beauty · Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · last AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[dorijanlendvaj's solution](#)

1414.

340B

[Maximal Area Quadrilateral · Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

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1415.

960F

[Pathwalks · Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[dorijanlendvaj's solution](#)

1416.

601B

[Lipshitz Sequence · Tutorial](#)

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[dorijanlendvaj's solution](#)

1417.

1284D

[New Year and Conference · Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[dorijanlendvaj's solution](#)

1418.

992D

[Nastya and a Game · Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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1419.

1266E

[Spaceship Solitaire · Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[dorijanlendvaj's solution](#)

1420.

1267K

[Key Storage · Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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1421.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[dorijanlendvaj's solution](#)

1422.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[dorijanlendvaj's solution](#)

1423.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[dorijanlendvaj's solution](#)

1424.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[dorijanlendvaj's solution](#)

1425.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[dorijanlendvaj's solution](#)

1426.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

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1427.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · last AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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1428.

1203F1

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

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1429.

1195E

[OpenStreetMap](#) · [Tutorial](#)

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

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1430.

1184A2

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

Quality: 1,123 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[dorijanlendvaj's solution](#)

1431.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[dorijanlendvaj's solution](#)

1432.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[dorijanlendvaj's solution](#)

1433.

1183F

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Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[dorijanlendvaj's solution](#)

1434.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[dorijanlendvaj's solution](#)

1435.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[dorijanlendvaj's solution](#)

1436.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[dorijanlendvaj's solution](#)

1437.

1166E

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

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

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1438.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[dorijanlendvaj's solution](#)

1439.

1152D

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

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

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1440.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

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1441.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

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1442.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

1443.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, geometry

[dorijanlendvaj's solution](#)

1444.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

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1445.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-09-11 · last AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

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1446.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[dorijanlendvaj's solution](#)

1447.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,593 global accepts · Rating: 2100 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[dorijanlendvaj's solution](#)

1448.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2018-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[dorijanlendvaj's solution](#)

1449.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, trees

[dorijanlendvaj's solution](#)

1450.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-25 · last AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[dorijanlendvaj's solution](#)

1451.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[dorijanlendvaj's solution](#)

1452.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[dorijanlendvaj's solution](#)

1453.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[dorijanlendvaj's solution](#)

1454.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[dorijanlendvaj's solution](#)

1455.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[dorijanlendvaj's solution](#)

1456.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[dorijanlendvaj's solution](#)

1457.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

[dorijanlendvaj's solution](#)

1458.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[dorijanlendvaj's solution](#)

1459.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[dorijanlendvaj's solution](#)

1460.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[dorijanlendvaj's solution](#)

1461.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[dorijanlendvaj's solution](#)

1462.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees
[dorijanlendvaj's solution](#)

1463.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[dorijanlendvaj's solution](#)

1464.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[dorijanlendvaj's solution](#)

1465.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory
[dorijanlendvaj's solution](#)

1466.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[dorijanlendvaj's solution](#)

1467.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[dorijanlendvaj's solution](#)

1468.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[dorijanlendvaj's solution](#)

1469.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[dorijanlendvaj's solution](#)

1470.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
[dorijanlendvaj's solution](#)

1471.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[dorijanlendvaj's solution](#)

1472.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[dorijanlendvaj's solution](#)

1473.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[dorijanlendvaj's solution](#)

1474.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[dorijanlendvaj's solution](#)

1475.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[dorijanlendvaj's solution](#)

1476.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[dorijanlendvaj's solution](#)

1477.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[dorijanlendvaj's solution](#)

1478.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[dorijanlendvaj's solution](#)

1479.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[dorijanlendvaj's solution](#)

1480.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[dorijanlendvaj's solution](#)

1481.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[dorijanlendvaj's solution](#)

1482.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[dorijanlendvaj's solution](#)

1483.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[dorijanlendvaj's solution](#)

1484.

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[dorijanlendvaj's solution](#)

1485.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[dorijanlendvaj's solution](#)

1486.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[dorijanlendvaj's solution](#)

1487.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[dorijanlendvaj's solution](#)

1488.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

1489.

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

[dorijanlendvaj's solution](#)

1490.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[dorijanlendvaj's solution](#)

1491.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[dorijanlendvaj's solution](#)

1492.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy
[dorijanlendvaj's solution](#)

1493.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[dorijanlendvaj's solution](#)

1494.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs
[dorijanlendvaj's solution](#)

1495.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[dorijanlendvaj's solution](#)

1496.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers
[dorijanlendvaj's solution](#)

1497.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[dorijanlendvaj's solution](#)

1498.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[dorijanlendvaj's solution](#)

1499.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[dorijanlendvaj's solution](#)

1500.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[dorijanlendvaj's solution](#)

1501.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices
[dorijanlendvaj's solution](#)

1502.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[dorijanlendvaj's solution](#)

1503.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[dorijanlendvaj's solution](#)

1504.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[dorijanlendvaj's solution](#)

1505.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[dorijanlendvaj's solution](#)

1506.

1261D1

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

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[dorijanlendvaj's solution](#)

1507.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[dorijanlendvaj's solution](#)

1508.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[dorijanlendvaj's solution](#)

1509.

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[dorijanlendvaj's solution](#)

1510.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2019-11-02 · last AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[dorijanlendvaj's solution](#)

1511.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[dorijanlendvaj's solution](#)

1512.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-22 · last AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[dorijanlendvaj's solution](#)

1513.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[dorijanlendvaj's solution](#)

1514.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[dorijanlendvaj's solution](#)

1515.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[dorijanlendvaj's solution](#)

1516.

1184B2

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

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings
[dorijanlendvaj's solution](#)

1517.

1184C2

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

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[dorijanlendvaj's solution](#)

1518.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[dorijanlendvaj's solution](#)

1519.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[dorijanlendvaj's solution](#)

1520.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[dorijanlendvaj's solution](#)

1521.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[dorijanlendvaj's solution](#)

1522.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math
[dorijanlendvaj's solution](#)

1523.

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[dorijanlendvaj's solution](#)

1524.

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math
[dorijanlendvaj's solution](#)

1525.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities
[dorijanlendvaj's solution](#)

1526.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[dorijanlendvaj's solution](#)

1527.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-09-05 · last AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
[dorijanlendvaj's solution](#)

1528.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-07-03 · last AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings
[dorijanlendvaj's solution](#)

1529.

952G

[Puzzling Language](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2200 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms
[dorijanlendvaj's solution](#)

1530.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[dorijanlendvaj's solution](#)

1531.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[dorijanlendvaj's solution](#)

1532.

2124F1

[Appending Permutations \(Easy Version\) · Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[dorijanlendvaj's solution](#)

1533.

2066C

[Bitwise Slides · Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[dorijanlendvaj's solution](#)

1534.

2057E1

[Another Exercise on Graphs \(Easy Version\) · Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[dorijanlendvaj's solution](#)

1535.

2041I

[Auto Complete · Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees
[dorijanlendvaj's solution](#)

1536.

2035E

[Monster · Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[dorijanlendvaj's solution](#)

1537.

2006C

[Eri and Expanded Sets · Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[dorijanlendvaj's solution](#)

1538.

2002E

[Cosmic Rays · Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[dorijanlendvaj's solution](#)

1539.

2002D2

[DFS Checker \(Hard Version\) · Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[dorijanlendvaj's solution](#)

1540.

1967C

[Fenwick Tree · Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[dorijanlendvaj's solution](#)

1541.

1942E

[Farm Game · Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[dorijanlendvaj's solution](#)

1542.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[dorijanlendvaj's solution](#)

1543.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[dorijanlendvaj's solution](#)

1544.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[dorijanlendvaj's solution](#)

1545.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1546.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[dorijanlendvaj's solution](#)

1547.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[dorijanlendvaj's solution](#)

1548.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[dorijanlendvaj's solution](#)

1549.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[dorijanlendvaj's solution](#)

1550.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[dorijanlendvaj's solution](#)

1551.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[dorijanlendvaj's solution](#)

1552.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[dorijanlendvaj's solution](#)

1553.

1623D

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

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[dorijanlendvaj's solution](#)

1554.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[dorijanlendvaj's solution](#)

1555.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

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1556.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[dorijanlendvaj's solution](#)

1557.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[dorijanlendvaj's solution](#)

1558.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[dorijanlendvaj's solution](#)

1559.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[dorijanlendvaj's solution](#)

1560.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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1561.

893F

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

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

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1562.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[dorijanlendvaj's solution](#)

1563.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[dorijanlendvaj's solution](#)

1564.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · last AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[dorijanlendvaj's solution](#)

1565.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[dorijanlendvaj's solution](#)

1566.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[dorijanlendvaj's solution](#)

1567.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[dorijanlendvaj's solution](#)

1568.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[dorijanlendvaj's solution](#)

1569.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[dorijanlendvaj's solution](#)

1570.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[dorijanlendvaj's solution](#)

1571.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[dorijanlendvaj's solution](#)

1572.

1282D

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

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[dorijanlendvaj's solution](#)

1573.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[dorijanlendvaj's solution](#)

1574.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[dorijanlendvaj's solution](#)

1575.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[dorijanlendvaj's solution](#)

1576.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[dorijanlendvaj's solution](#)

1577.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths

[dorijanlendvaj's solution](#)

1578.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[dorijanlendvaj's solution](#)

1579.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[dorijanlendvaj's solution](#)

1580.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[dorijanlendvaj's solution](#)

1581.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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1582.

101647B

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Rating: 2300 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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1583.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2019-09-30 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[dorijanlendvaj's solution](#)

1584.

1204E

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

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[dorijanlendvaj's solution](#)

1585.

1203F2

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

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-13 · last AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[dorijanlendvaj's solution](#)

1586.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[dorijanlendvaj's solution](#)

1587.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[dorijanlendvaj's solution](#)

1588.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[dorijanlendvaj's solution](#)

1589.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[dorijanlendvaj's solution](#)

1590.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[dorijanlendvaj's solution](#)

1591.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[dorijanlendvaj's solution](#)

1592.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[dorijanlendvaj's solution](#)

1593.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[dorijanlendvaj's solution](#)

1594.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[dorijanlendvaj's solution](#)

1595.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory

[dorijanlendvaj's solution](#)

1596.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[dorijanlendvaj's solution](#)

1597.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[dorijanlendvaj's solution](#)

1598.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[dorijanlendvaj's solution](#)

1599.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dorijanlendvaj's solution](#)

1600.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[dorijanlendvaj's solution](#)

1601.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[dorijanlendvaj's solution](#)

1602.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[dorijanlendvaj's solution](#)**1603.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[dorijanlendvaj's solution](#)**1604.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[dorijanlendvaj's solution](#)**1605.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[dorijanlendvaj's solution](#)**1606.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: fft, geometry, number theory

[dorijanlendvaj's solution](#)**1607.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[dorijanlendvaj's solution](#)**1608.**

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[dorijanlendvaj's solution](#)**1609.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[dorijanlendvaj's solution](#)**1610.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[dorijanlendvaj's solution](#)**1611.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[dorijanlendvaj's solution](#)

1612.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[dorijanlendvaj's solution](#)

1613.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[dorijanlendvaj's solution](#)

1614.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[dorijanlendvaj's solution](#)

1615.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[dorijanlendvaj's solution](#)

1616.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[dorijanlendvaj's solution](#)

1617.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[dorijanlendvaj's solution](#)

1618.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[dorijanlendvaj's solution](#)

1619.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[dorijanlendvaj's solution](#)

1620.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[dorijanlendvaj's solution](#)

1621.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[dorijanlendvaj's solution](#)

1622.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[dorijanlendvaj's solution](#)

1623.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[dorijanlendvaj's solution](#)

1624.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[dorijanlendvaj's solution](#)

1625.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[dorijanlendvaj's solution](#)

1626.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[dorijanlendvaj's solution](#)

1627.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[dorijanlendvaj's solution](#)

1628.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[dorijanlendvaj's solution](#)

1629.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[dorijanlendvaj's solution](#)

1630.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[dorijanlendvaj's solution](#)

1631.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[dorijanlendvaj's solution](#)

1632.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[dorijanlendvaj's solution](#)

1633.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[dorijanlendvaj's solution](#)

1634.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[dorijanlendvaj's solution](#)

1635.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[dorijanlendvaj's solution](#)

1636.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
[dorijanlendvaj's solution](#)

1637.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[dorijanlendvaj's solution](#)

1638.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[dorijanlendvaj's solution](#)

1639.

1261D2

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

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory
[dorijanlendvaj's solution](#)

1640.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[dorijanlendvaj's solution](#)

1641.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph

matchings, graphs

[dorijanlendvaj's solution](#)

1642.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[dorijanlendvaj's solution](#)

1643.

101647D

[Masha and Cactus](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1644.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[dorijanlendvaj's solution](#)

1645.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[dorijanlendvaj's solution](#)

1646.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[dorijanlendvaj's solution](#)

1647.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[dorijanlendvaj's solution](#)

1648.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[dorijanlendvaj's solution](#)

1649.

1174F

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

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[dorijanlendvaj's solution](#)

1650.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[dorijanlendvaj's solution](#)

1651.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[dorijanlendvaj's solution](#)

1652.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[dorijanlendvaj's solution](#)

1653.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2019-01-09 · last AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[dorijanlendvaj's solution](#)

1654.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp
[dorijanlendvaj's solution](#)

1655.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[dorijanlendvaj's solution](#)

1656.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2019-01-06 · last AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[dorijanlendvaj's solution](#)

1657.

1091E

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

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · last AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[dorijanlendvaj's solution](#)

1658.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[dorijanlendvaj's solution](#)

1659.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[dorijanlendvaj's solution](#)

1660.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[dorijanlendvaj's solution](#)

1661.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings
[dorijanlendvaj's solution](#)

1662.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-08 · last AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[dorijanlendvaj's solution](#)

1663.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[dorijanlendvaj's solution](#)

1664.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[dorijanlendvaj's solution](#)

1665.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[dorijanlendvaj's solution](#)

1666.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[dorijanlendvaj's solution](#)

1667.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[dorijanlendvaj's solution](#)

1668.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[dorijanlendvaj's solution](#)

1669.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[dorijanlendvaj's solution](#)

1670.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dorijanlendvaj's solution](#)

1671.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[dorijanlendvaj's solution](#)

1672.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[dorijanlendvaj's solution](#)

1673.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[dorijanlendvaj's solution](#)

1674.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[dorijanlendvaj's solution](#)

1675.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[dorijanlendvaj's solution](#)

1676.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · last AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[dorijanlendvaj's solution](#)

1677.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[dorijanlendvaj's solution](#)

1678.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[dorijanlendvaj's solution](#)

1679.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[dorijanlendvaj's solution](#)

1680.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[dorijanlendvaj's solution](#)

1681.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[dorijanlendvaj's solution](#)

1682.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

1683.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[dorijanlendvaj's solution](#)

1684.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[dorijanlendvaj's solution](#)

1685.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[dorijanlendvaj's solution](#)

1686.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[dorijanlendvaj's solution](#)

1687.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[dorijanlendvaj's solution](#)

1688.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[dorijanlendvaj's solution](#)

1689.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[dorijanlendvaj's solution](#)

1690.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees

[dorijanlendvaj's solution](#)

1691.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[dorijanlendvaj's solution](#)

1692.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[dorijanlendvaj's solution](#)

1693.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[dorijanlendvaj's solution](#)

1694.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[dorijanlendvaj's solution](#)

1695.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-24 · last AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[dorijanlendvaj's solution](#)

1696.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[dorijanlendvaj's solution](#)

1697.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[dorijanlendvaj's solution](#)

1698.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · last AC: 2019-08-02 · GNU C++11 (first AC) · Tags: data structures, geometry, math, sortings

[dorijanlendvaj's solution](#)

1699.

1198E

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

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · last AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[dorijanlendvaj's solution](#)

1700.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[dorijanlendvaj's solution](#)

1701.

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[dorijanlendvaj's solution](#)

1702.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[dorijanlendvaj's solution](#)

1703.

1053C

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

Rating: 2500 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[dorijanlendvaj's solution](#)

1704.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[dorijanlendvaj's solution](#)

1705.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[dorijanlendvaj's solution](#)

1706.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[dorijanlendvaj's solution](#)

1707.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[dorijanlendvaj's solution](#)

1708.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[dorijanlendvaj's solution](#)

1709.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[dorijanlendvaj's solution](#)

1710.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[dorijanlendvaj's solution](#)

1711.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[dorijanlendvaj's solution](#)

1712.

2002F1

[Court Blue \(Easy Version\) · Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[dorijanlendvaj's solution](#)

1713.

1994G

[Minecraft · Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[dorijanlendvaj's solution](#)

1714.

1987F2

[Interesting Problem \(Hard Version\) · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[dorijanlendvaj's solution](#)

1715.

1736E

[Swap and Take · Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[dorijanlendvaj's solution](#)

1716.

1656F

[Parametric MST · Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[dorijanlendvaj's solution](#)

1717.

1566F

[Points Movement · Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[dorijanlendvaj's solution](#)

1718.

1558D

[Top-Notch Insertions · Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[dorijanlendvaj's solution](#)

1719.

1530F

[Bingo · Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[dorijanlendvaj's solution](#)

1720.

1515F

[Phoenix and Earthquake · Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[dorijanlendvaj's solution](#)

1721.

1495D

[BFS Trees · Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[dorijanlendvaj's solution](#)

1722.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[dorijanlendvaj's solution](#)

1723.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[dorijanlendvaj's solution](#)

1724.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[dorijanlendvaj's solution](#)

1725.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[dorijanlendvaj's solution](#)

1726.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[dorijanlendvaj's solution](#)

1727.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[dorijanlendvaj's solution](#)

1728.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[dorijanlendvaj's solution](#)

1729.

1394C

[Boboiu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[dorijanlendvaj's solution](#)

1730.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[dorijanlendvaj's solution](#)

1731.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[dorijanlendvaj's solution](#)

1732.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[dorijanlendvaj's solution](#)

1733.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[dorijanlendvaj's solution](#)

1734.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[dorijanlendvaj's solution](#)

1735.

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dorijanlendvaj's solution](#)

1736.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[dorijanlendvaj's solution](#)

1737.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[dorijanlendvaj's solution](#)

1738.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[dorijanlendvaj's solution](#)

1739.

1240D

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

Rating: 2600 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[dorijanlendvaj's solution](#)

1740.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2600 · first AC: 2019-10-02 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[dorijanlendvaj's solution](#)

1741.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, greedy

[dorijanlendvaj's solution](#)

1742.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · last AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[dorijanlendvaj's solution](#)

1743.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[dorijanlendvaj's solution](#)

1744.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dorijanlendvaj's solution](#)

1745.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[dorijanlendvaj's solution](#)

1746.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[dorijanlendvaj's solution](#)

1747.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[dorijanlendvaj's solution](#)

1748.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[dorijanlendvaj's solution](#)

1749.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[dorijanlendvaj's solution](#)

1750.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[dorijanlendvaj's solution](#)

1751.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[dorijanlendvaj's solution](#)

1752.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[dorijanlendvaj's solution](#)

1753.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[dorijanlendvaj's solution](#)

1754.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[dorijanlendvaj's solution](#)

1755.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[dorijanlendvaj's solution](#)

1756.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[dorijanlendvaj's solution](#)

1757.

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[dorijanlendvaj's solution](#)

1758.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[dorijanlendvaj's solution](#)

1759.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[dorijanlendvaj's solution](#)

1760.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, math

[dorijanlendvaj's solution](#)

1761.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[dorijanlendvaj's solution](#)

1762.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[dorijanlendvaj's solution](#)

1763.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[dorijanlendvaj's solution](#)

1764.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-11 · last AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[dorijanlendvaj's solution](#)

1765.

1423E

[5G Antenna Towers](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[dorijanlendvaj's solution](#)

1766.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · last AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[dorijanlendvaj's solution](#)

1767.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[dorijanlendvaj's solution](#)

1768.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

[dorijanlendvaj's solution](#)

1769.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[dorijanlendvaj's solution](#)

1770.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[dorijanlendvaj's solution](#)

1771.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[dorijanlendvaj's solution](#)

1772.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[dorijanlendvaj's solution](#)

1773.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[dorijanlendvaj's solution](#)

1774.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[dorijanlendvaj's solution](#)

1775.

1184B3

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

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, shortest paths

[dorijanlendvaj's solution](#)

1776.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[dorijanlendvaj's solution](#)

1777.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[dorijanlendvaj's solution](#)

1778.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[dorijanlendvaj's solution](#)

1779.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[dorijanlendvaj's solution](#)

1780.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[dorijanlendvaj's solution](#)

1781.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[dorijanlendvaj's solution](#)

1782.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[dorijanlendvaj's solution](#)

1783.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[dorijanlendvaj's solution](#)

1784.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[dorijanlendvaj's solution](#)

1785.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[dorijanlendvaj's solution](#)

1786.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[dorijanlendvaj's solution](#)

1787.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[dorijanlendvaj's solution](#)

1788.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[dorijanlendvaj's solution](#)

1789.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[dorijanlendvaj's solution](#)

1790.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[dorijanlendvaj's solution](#)

1791.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[dorijanlendvaj's solution](#)

1792.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[dorijanlendvaj's solution](#)

1793.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math
[dorijanlendvaj's solution](#)

1794.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[dorijanlendvaj's solution](#)

1795.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[dorijanlendvaj's solution](#)

1796.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[dorijanlendvaj's solution](#)

1797.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation

[dorijanlendvaj's solution](#)

1798.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[dorijanlendvaj's solution](#)

1799.

698E

[Cron](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2800 · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1800.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dorijanlendvaj's solution](#)

1801.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[dorijanlendvaj's solution](#)

1802.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dorijanlendvaj's solution](#)

1803.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[dorijanlendvaj's solution](#)

1804.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[dorijanlendvaj's solution](#)

1805.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[dorijanlendvaj's solution](#)

1806.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[dorijanlendvaj's solution](#)

1807.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1808.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[dorijanlendvaj's solution](#)

1809.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[dorijanlendvaj's solution](#)

1810.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[dorijanlendvaj's solution](#)

1811.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-09-30 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[dorijanlendvaj's solution](#)

1812.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[dorijanlendvaj's solution](#)

1813.

1314E

[Strange Function](#) · [Tutorial](#)

Quality: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[dorijanlendvaj's solution](#)

1814.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows

[dorijanlendvaj's solution](#)

1815.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[dorijanlendvaj's solution](#)

1816.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[dorijanlendvaj's solution](#)

1817.

955E

[Icicles](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2900 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1818.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dorijanlendvaj's solution](#)

1819.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[dorijanlendvaj's solution](#)

1820.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive

[dorijanlendvaj's solution](#)

1821.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[dorijanlendvaj's solution](#)

1822.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[dorijanlendvaj's solution](#)

1823.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[dorijanlendvaj's solution](#)

1824.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3000 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: flows

[dorijanlendvaj's solution](#)

1825.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[dorijanlendvaj's solution](#)

1826.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[dorijanlendvaj's solution](#)

1827.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[dorijanlendvaj's solution](#)

1828.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[dorijanlendvaj's solution](#)

1829.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[dorijanlendvaj's solution](#)

1830.

1161E

[Rainbow Coins](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[dorijanlendvaj's solution](#)

1831.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · last AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy

[dorijanlendvaj's solution](#)

1832.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2018-07-02 · last AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[dorijanlendvaj's solution](#)

1833.

2048H

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

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[dorijanlendvaj's solution](#)

1834.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[dorijanlendvaj's solution](#)

1835.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[dorijanlendvaj's solution](#)

1836.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games
[dorijanlendvaj's solution](#)

1837.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees
[dorijanlendvaj's solution](#)

1838.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[dorijanlendvaj's solution](#)

1839.

1229E1

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

Rating: 3100 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities
[dorijanlendvaj's solution](#)

1840.

1184D2

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

Quality: 128 global accepts · Rating: 3100 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
[dorijanlendvaj's solution](#)

1841.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive
[dorijanlendvaj's solution](#)

1842.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[dorijanlendvaj's solution](#)

1843.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[dorijanlendvaj's solution](#)

1844.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[dorijanlendvaj's solution](#)

1845.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers
[dorijanlendvaj's solution](#)

1846.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[dorijanlendvaj's solution](#)

1847.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[dorijanlendvaj's solution](#)

1848.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees
[dorijanlendvaj's solution](#)

1849.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[dorijanlendvaj's solution](#)

1850.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[dorijanlendvaj's solution](#)

1851.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[dorijanlendvaj's solution](#)

1852.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
[dorijanlendvaj's solution](#)

1853.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory
[dorijanlendvaj's solution](#)

1854.

1943E2

[MEX Game 2 \(Hard Version\) · Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[dorijanlendvaj's solution](#)

1855.

1912I

[Innovative Washing Machine · Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, two pointers
[dorijanlendvaj's solution](#)

1856.

1753E

[N Machines · Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[dorijanlendvaj's solution](#)

1857.

1718D

[Permutation for Burenka · Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees
[dorijanlendvaj's solution](#)

1858.

1615G

[Maximum Adjacent Pairs · Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings
[dorijanlendvaj's solution](#)

1859.

1477E

[Nezzar and Tournaments · Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[dorijanlendvaj's solution](#)

1860.

1119F

[Niyaz and Small Degrees · Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees
[dorijanlendvaj's solution](#)

1861.

1299E

[So Mean · Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
[dorijanlendvaj's solution](#)

1862.

2068G

[A Very Long Hike · Tutorial](#)

Quality: 62 global accepts · Rating: 3500 · first AC: 2025-03-02 · last AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: shortest paths
[dorijanlendvaj's solution](#)

1863.

2048I1

[Kevin and Puzzle \(Easy Version\) · Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[dorijanlendvaj's solution](#)

1864.

2045D

[Aquatic Dragon · Tutorial](#)

Quality: 63 global accepts · Rating: 3500 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1865.

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, matrices

[dorijanlendvaj's solution](#)

1866.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[dorijanlendvaj's solution](#)

1867.

1761G

[Centroid Guess](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[dorijanlendvaj's solution](#)

1868.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[dorijanlendvaj's solution](#)

1869.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[dorijanlendvaj's solution](#)

1870.

1423C

[Dušan's Railway](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, trees

[dorijanlendvaj's solution](#)

1871.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[dorijanlendvaj's solution](#)

1872.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[dorijanlendvaj's solution](#)

1873.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[dorijanlendvaj's solution](#)

1874.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[dorijanlendvaj's solution](#)

1875.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
[dorijanlendvaj's solution](#)

1876.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, brute force
[dorijanlendvaj's solution](#)

1877.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures
[dorijanlendvaj's solution](#)

1878.

105012L

[Legendary Gyrating Mill](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1879.

105012C

[Crazy Dance](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1880.

105012M

[Methodical Mixing](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1881.

105012J

[Jovial Jaunt](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1882.

105012G

[GCD Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1883.

105012E

[Ezra and Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1884.

105012A

[An X-Camp Transformer Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1885.

105012K

[Kickball](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1886.

105012B

[Big Data](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1887.

105012I

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

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1888.

105012D

[Deviously Disorganized Documents](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1889.

105012F

[Funky Finding](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1890.

105012H

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

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1891.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1892.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1893.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1894.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1895.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1896.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1897.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1898.

105254R

[Zoo Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1899.

105254V

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1900.

105254T

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1901.

105254X

[Quartets](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1902.

105254U

[Toy Train Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1903.

105254Q

[Doing the Container Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1904.

105254P

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1905.

105254W

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1906.

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1907.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation
[dorijanlendvaj's solution](#)

1908.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math

[dorijanlendvaj's solution](#)**1909.**

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[dorijanlendvaj's solution](#)**1910.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[dorijanlendvaj's solution](#)**1911.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[dorijanlendvaj's solution](#)**1912.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[dorijanlendvaj's solution](#)**1913.**

104874G

[Golf Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)**1914.**

104874L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)**1915.**

104874C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)**1916.**

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)**1917.**

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)**1918.**

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1919.

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1920.

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1921.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1922.

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1923.

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1924.

104875F

[Faster Than Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1925.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1926.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1927.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1928.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1929.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1930.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1931.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1932.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1933.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1934.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1935.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1936.

104945M

[In-order](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1937.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1938.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1939.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1940.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1941.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1942.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1943.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1944.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1945.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1946.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1947.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1948.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, number theory

[dorijanlendvaj's solution](#)

1949.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[dorijanlendvaj's solution](#)

1950.

1812H

[Expected Twist](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, interactive

[dorijanlendvaj's solution](#)

1951.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms,

geometry, math

[dorijanlendvaj's solution](#)

1952.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

1953.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[dorijanlendvaj's solution](#)

1954.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation

[dorijanlendvaj's solution](#)

1955.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, strings

[dorijanlendvaj's solution](#)

1956.

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1957.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1958.

100886K

[Toll Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1959.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1960.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1961.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1962.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1963.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1964.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1965.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1966.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1967.

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1968.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1969.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1970.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1971.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1972.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees
[dorijanlendvaj's solution](#)

1973.

103109E

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1974.

103109D

[Cytus Craze](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1975.

103109C

[Goomba Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1976.

103109B

[Azran Tablets](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1977.

103109A

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

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1978.

102638E

[Rating Recalculating](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · Python 3 (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1979.

102638F

[Rudolph and Rhymes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1980.

102638D

[Distributed Computing](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1981.

102638B

[WA6](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1982.

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1983.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

1984.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks

[dorijanlendvaj's solution](#)

1985.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[dorijanlendvaj's solution](#)

1986.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

1987.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

1988.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[dorijanlendvaj's solution](#)

1989.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1990.

102460L

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

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1991.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1992.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1993.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1994.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1995.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1996.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1997.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1998.

102503J

[Mildly Irritated Gandhi](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

1999.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

2000.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[dorijanlendvaj's solution](#)

2001.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[dorijanlendvaj's solution](#)

2002.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

2003.

102503K

[Shoedoku](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · PyPy 3 (first AC) · Tags: —

[dorijanlendvaj's solution](#)

2004.

102503G

[Sharing Chocolates 8: The Last Jebediah](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

2005.

102503D

[Union Found](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

2006.

102503C

[Partial Reduplication](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

2007.

102503B

[Bogart Gets Disqualified](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

2008.

102503A

[Vincent Adultman](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

2009.

102354J

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

Rating: — · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

2010.

102354H

[Defying Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

2011.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

2012.

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

2013.

100016A

[King's Assassination](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

2014.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle
[dorijanlendvaj's solution](#)

2015.

1164F

[Regular Polygon \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[dorijanlendvaj's solution](#)

2016.

1164N

[All Streets \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math
[dorijanlendvaj's solution](#)

2017.

1164I

[Maximum Value \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[dorijanlendvaj's solution](#)

2018.

1164H

[Circle Radius \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[dorijanlendvaj's solution](#)

2019.

1164S

[Find Distance \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[dorijanlendvaj's solution](#)

2020.

1164B

[Triangle Area \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[dorijanlendvaj's solution](#)

2021.

1164D

[Multiple of 29 \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[dorijanlendvaj's solution](#)

2022.

1164O

[Greatest Prime Divisor \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[dorijanlendvaj's solution](#)

2023.

1164M

[Seven Digit Number \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[dorijanlendvaj's solution](#)

2024.

1164J

[Eleven Segments \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[dorijanlendvaj's solution](#)

2025.

1164G

[Find Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[dorijanlendvaj's solution](#)

2026.

1164E

[Least Possible Difference \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[dorijanlendvaj's solution](#)

2027.

1164A

[Three Friends \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[dorijanlendvaj's solution](#)

2028.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[dorijanlendvaj's solution](#)

2029.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[dorijanlendvaj's solution](#)

2030.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[dorijanlendvaj's solution](#)

2031.

1116D1

[Block diagonal matrix](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

2032.

1116C2

[`Is the bit string periodic?" oracle](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

2033.

1116C1

[Alternating bits oracle](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[dorijanlendvaj's solution](#)

2034.

101487I

[Insults](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

2035.

101883C

[Pig Latin](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

2036.

101883B

[Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

2037.

101883A

[Adding Two Integers](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

2038.

101182E

[Magical hourglass store](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

2039.

101755K

[Video Reviews](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[dorijanlendvaj's solution](#)

2040.

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[dorijanlendvaj's solution](#)

2041.

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