

Unique solved — drdilyor

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

Sort: Problem rating · easier first

Filters: none

Count: 1,023

1.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,069 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[drdilyor's solution](#)

2.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,840 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[drdilyor's solution](#)

3.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,514 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

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4.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

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5.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

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6.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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7.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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8.

1831A

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

Quality: 46,324 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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9.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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10.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

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11.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,617 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

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12.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[drdilyor's solution](#)

13.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2021-11-26 · last AC: 2024-05-13 · PyPy 3-64 (first AC) · Tags: brute force, math

[drdilyor's solution](#)

14.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,724 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[drdilyor's solution](#)

15.

1971A

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

Quality: 59,515 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[drdilyor's solution](#)

16.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[drdilyor's solution](#)

17.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,277 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

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18.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,113 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[drdilyor's solution](#)

19.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[drdilyor's solution](#)

20.

1926A

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

Quality: 62,215 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[drdilyor's solution](#)

21.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[drdilyor's solution](#)

22.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[drdilyor's solution](#)

23.

1890B

[Qingshan Loves Strings](#) · [Tutorial](#)

Quality: 18,766 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[drdilyor's solution](#)

24.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,167 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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25.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,382 global accepts · Rating: 800 · first AC: 2023-08-15 · last AC: 2024-01-19 · Haskell (first AC) · Tags: games, greedy, math

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26.

959A

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

Quality: 55,677 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[drdilyor's solution](#)

27.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-18 · last AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[drdilyor's solution](#)

28.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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29.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[drdilyor's solution](#)

30.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[drdilyor's solution](#)

31.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,199 global accepts · Rating: 800 · first AC: 2023-12-28 · last AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[drdilyor's solution](#)

32.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,362 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

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33.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,822 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

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34.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[drdilyor's solution](#)

35.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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36.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,930 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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37.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,159 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[drdilyor's solution](#)

38.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,443 global accepts · Rating: 800 · first AC: 2022-12-18 · last AC: 2023-12-19 · PyPy 3-64 (first AC) · Tags: implementation

[drdilyor's solution](#)

39.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[drdilyor's solution](#)

40.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[drdilyor's solution](#)

41.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-06 · Haskell (first AC) · Tags: implementation

[drdilyor's solution](#)

42.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,161 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[drdilyor's solution](#)

43.

1899A

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

Quality: 92,826 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[drdilyor's solution](#)

44.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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45.

1886A

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Quality: 27,723 global accepts · Rating: 800 · first AC: 2023-10-24 · Haskell (first AC) · Tags: brute force, constructive algorithms, math

[drdilyor's solution](#)

46.

1881A

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

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47.

1873D

[1D Eraser](#) · [Tutorial](#)

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[drdilyor's solution](#)

48.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,044 global accepts · Rating: 800 · first AC: 2023-09-21 · Haskell (first AC) · Tags: implementation, math

[drdilyor's solution](#)

49.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,714 global accepts · Rating: 800 · first AC: 2023-09-21 · Haskell (first AC) · Tags: brute force, greedy, math

[drdilyor's solution](#)

50.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · Haskell (first AC) · Tags: brute force, implementation

[drdilyor's solution](#)

51.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,233 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[drdilyor's solution](#)

52.

1867A

[green gold dog.array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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53.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[drdilyor's solution](#)

54.

1857A

[Array Coloring](#) · [Tutorial](#)

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55.

1850B

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Quality: 50,384 global accepts · Rating: 800 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: implementation, sortings

[drdilyor's solution](#)

56.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,219 global accepts · Rating: 800 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: implementation, sortings

[drdilyor's solution](#)

57.

1850C

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

Quality: 53,549 global accepts · Rating: 800 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: implementation, strings

[drdilyor's solution](#)

58.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[drdilyor's solution](#)

59.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[drdilyor's solution](#)

60.

1834A

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Quality: 45,680 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[drdilyor's solution](#)

61.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · last AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[drdilyor's solution](#)

62.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

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[drdilyor's solution](#)

63.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[drdilyor's solution](#)

64.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation

[drdilyor's solution](#)

65.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[drdilyor's solution](#)

66.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,076 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[drdilyor's solution](#)

67.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[drdilyor's solution](#)

68.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[drdilyor's solution](#)

69.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,935 global accepts · Rating: 800 · first AC: 2023-04-01 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[drdilyor's solution](#)

70.

1810A

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

Quality: 21,913 global accepts · Rating: 800 · first AC: 2023-04-01 · Rust 2021 (first AC) · Tags: brute force, greedy

[drdilyor's solution](#)

71.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[drdilyor's solution](#)

72.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[drdilyor's solution](#)

73.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,359 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[drdilyor's solution](#)

74.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[drdilyor's solution](#)

75.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings

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76.

1796A

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Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

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77.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

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78.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[drdilyor's solution](#)

79.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[drdilyor's solution](#)

80.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-05 · last AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[drdilyor's solution](#)

81.

630A

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Quality: 93,548 global accepts · Rating: 800 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[drdilyor's solution](#)

82.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[drdilyor's solution](#)

83.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[drdilyor's solution](#)

84.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,048 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[drdilyor's solution](#)

85.

1791C

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

Quality: 74,222 global accepts · Rating: 800 · first AC: 2023-02-03 · Python 3 (first AC) · Tags: implementation, two pointers
[drdilyor's solution](#)

86.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-02-03 · Python 3 (first AC) · Tags: geometry, implementation
[drdilyor's solution](#)

87.

1791A

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

Quality: 80,647 global accepts · Rating: 800 · first AC: 2023-02-03 · Python 3 (first AC) · Tags: implementation, strings
[drdilyor's solution](#)

88.

1778A

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Quality: 25,764 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[drdilyor's solution](#)

89.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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90.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,998 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[drdilyor's solution](#)

91.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, strings
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92.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[drdilyor's solution](#)

93.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
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94.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,037 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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95.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
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96.

1783A

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

Quality: 48,764 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings
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97.

1731A

[Joey Takes Money](#) · [Tutorial](#)

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98.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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99.

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[drdilyor's solution](#)

100.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
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101.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[drdilyor's solution](#)

102.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[drdilyor's solution](#)

103.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,070 global accepts · Rating: 800 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[drdilyor's solution](#)

104.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[drdilyor's solution](#)

105.

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,351 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[drdilyor's solution](#)

106.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,955 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[drdilyor's solution](#)

107.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[drdilyor's solution](#)

108.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[drdilyor's solution](#)

109.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[drdilyor's solution](#)

110.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[drdilyor's solution](#)

111.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[drdilyor's solution](#)

112.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[drdilyor's solution](#)

113.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[drdilyor's solution](#)

114.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings

[drdilyor's solution](#)

115.

1754A

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

Quality: 24,870 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[drdilyor's solution](#)

116.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[drdilyor's solution](#)

117.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[drdilyor's solution](#)

118.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[drdilyor's solution](#)

119.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[drdilyor's solution](#)

120.

1744B

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

Quality: 24,900 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[drdilyor's solution](#)

121.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[drdilyor's solution](#)

122.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[drdilyor's solution](#)

123.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,109 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[drdilyor's solution](#)

124.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[drdilyor's solution](#)

125.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[drdilyor's solution](#)

126.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[drdilyor's solution](#)

127.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[drdilyor's solution](#)

128.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[drdilyor's solution](#)

129.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[drdilyor's solution](#)

130.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[drdilyor's solution](#)

131.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[drdilyor's solution](#)

132.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[drdilyor's solution](#)

133.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[drdilyor's solution](#)

134.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[drdilyor's solution](#)

135.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[drdilyor's solution](#)

136.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[drdilyor's solution](#)

137.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[drdilyor's solution](#)

138.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[drdilyor's solution](#)

139.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[drdilyor's solution](#)

140.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,469 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[drdilyor's solution](#)

141.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,651 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[drdilyor's solution](#)

142.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,848 global accepts · Rating: 800 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[drdilyor's solution](#)

143.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-28 · last AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[drdilyor's solution](#)

144.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[drdilyor's solution](#)

145.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · last AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[drdilyor's solution](#)

146.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · last AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[drdilyor's solution](#)

147.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[drdilyor's solution](#)

148.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[drdilyor's solution](#)

149.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[drdilyor's solution](#)

150.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[drdilyor's solution](#)

151.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[drdilyor's solution](#)

152.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,271 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[drdilyor's solution](#)

153.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,194 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[drdilyor's solution](#)

154.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[drdilyor's solution](#)

155.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[drdilyor's solution](#)

156.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[drdilyor's solution](#)

157.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[drdilyor's solution](#)

158.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[drdilyor's solution](#)

159.

1352A

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

Quality: 104,157 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[drdilyor's solution](#)

160.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,309 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[drdilyor's solution](#)

161.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,183 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[drdilyor's solution](#)

162.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[drdilyor's solution](#)

163.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[drdilyor's solution](#)

164.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[drdilyor's solution](#)

165.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[drdilyor's solution](#)

166.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[drdilyor's solution](#)

167.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,442 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[drdilyor's solution](#)

168.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,920 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

169.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,768 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

170.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[drdilyor's solution](#)

171.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

[drdilyor's solution](#)

172.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[drdilyor's solution](#)

173.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[drdilyor's solution](#)

174.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,099 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[drdilyor's solution](#)

175.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[drdilyor's solution](#)

176.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,638 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[drdilyor's solution](#)

177.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[drdilyor's solution](#)

178.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[drdilyor's solution](#)

179.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[drdilyor's solution](#)

180.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[drdilyor's solution](#)

181.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[drdilyor's solution](#)

182.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[drdilyor's solution](#)

183.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[drdilyor's solution](#)

184.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings

[drdilyor's solution](#)

185.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[drdilyor's solution](#)

186.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

187.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[drdilyor's solution](#)

188.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[drdilyor's solution](#)

189.

1676C

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

Quality: 34,641 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings

[drdilyor's solution](#)

190.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,655 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[drdilyor's solution](#)

191.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,443 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

192.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

193.

1678B1

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

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

194.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[drdilyor's solution](#)

195.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

196.

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[drdilyor's solution](#)

197.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,411 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[drdilyor's solution](#)

198.

1674A

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

Quality: 27,972 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[drdilyor's solution](#)

199.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[drdilyor's solution](#)

200.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,779 global accepts · Rating: 800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: strings

[drdilyor's solution](#)

201.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[drdilyor's solution](#)

202.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation, math

[drdilyor's solution](#)

203.

1650A

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

Quality: 37,313 global accepts · Rating: 800 · first AC: 2022-04-23 · last AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[drdilyor's solution](#)

204.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

205.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[drdilyor's solution](#)

206.

1669C

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

Quality: 41,485 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[drdilyor's solution](#)

207.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,556 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[drdilyor's solution](#)

208.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,569 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

209.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[drdilyor's solution](#)

210.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[drdilyor's solution](#)

211.

228A

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

Quality: 139,845 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

212.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,131 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

213.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,457 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[drdilyor's solution](#)

214.

61A

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

Quality: 136,236 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[drdilyor's solution](#)

215.

486A

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

Quality: 154,176 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[drdilyor's solution](#)

216.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,370 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[drdilyor's solution](#)

217.

1030A

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

Quality: 171,502 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[drdilyor's solution](#)

218.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,574 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[drdilyor's solution](#)

219.

467A

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

Quality: 155,977 global accepts · Rating: 800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[drdilyor's solution](#)

220.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,781 global accepts · Rating: 800 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[drdilyor's solution](#)

221.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,584 global accepts · Rating: 800 · first AC: 2022-01-06 · GNU C11 (first AC) · Tags: implementation, strings
[drdilyor's solution](#)

222.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,585 global accepts · Rating: 800 · first AC: 2021-12-12 · GNU C11 (first AC) · Tags: implementation
[drdilyor's solution](#)

223.

59A

[Word](#) · [Tutorial](#)

Quality: 228,003 global accepts · Rating: 800 · first AC: 2021-12-12 · GNU C11 (first AC) · Tags: implementation, strings
[drdilyor's solution](#)

224.

977A

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

Quality: 217,546 global accepts · Rating: 800 · first AC: 2021-12-12 · GNU C11 (first AC) · Tags: implementation

[drdilyor's solution](#)

225.

546A

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

Quality: 235,269 global accepts · Rating: 800 · first AC: 2021-12-07 · GNU C11 (first AC) · Tags: brute force, implementation, math

[drdilyor's solution](#)

226.

791A

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

Quality: 257,318 global accepts · Rating: 800 · first AC: 2021-12-07 · GNU C11 (first AC) · Tags: implementation

[drdilyor's solution](#)

227.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,119 global accepts · Rating: 800 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[drdilyor's solution](#)

228.

266A

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

Quality: 244,640 global accepts · Rating: 800 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[drdilyor's solution](#)

229.

281A

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

Quality: 271,062 global accepts · Rating: 800 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[drdilyor's solution](#)

230.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,447 global accepts · Rating: 800 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[drdilyor's solution](#)

231.

112A

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

Quality: 287,327 global accepts · Rating: 800 · first AC: 2021-12-05 · GNU C11 (first AC) · Tags: implementation, strings

[drdilyor's solution](#)

232.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,099 global accepts · Rating: 800 · first AC: 2021-12-03 · GNU C11 (first AC) · Tags: implementation

[drdilyor's solution](#)

233.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,404 global accepts · Rating: 800 · first AC: 2021-12-03 · GNU C11 (first AC) · Tags: implementation

[drdilyor's solution](#)

234.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2021-12-02 · GNU C11 (first AC) · Tags: greedy, math

[drdilyor's solution](#)

235.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2021-12-02 · GNU C11 (first AC) · Tags: *special, implementation

[drdilyor's solution](#)

236.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2021-12-01 · GNU C11 (first AC) · Tags: brute force, greedy

[drdilyor's solution](#)

237.

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2021-11-26 · PyPy 3-64 (first AC) · Tags: strings

[drdilyor's solution](#)

238.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[drdilyor's solution](#)

239.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[drdilyor's solution](#)

240.

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[drdilyor's solution](#)

241.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[drdilyor's solution](#)

242.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,495 global accepts · Rating: 900 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: strings

[drdilyor's solution](#)

243.

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[drdilyor's solution](#)

244.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

245.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[drdilyor's solution](#)

246.

1900B

[Laura and Operations](#) · [Tutorial](#)

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[drdilyor's solution](#)

247.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[drdilyor's solution](#)

248.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-08-17 · Haskell (first AC) · Tags: constructive algorithms, strings

[drdilyor's solution](#)

249.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,842 global accepts · Rating: 900 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, sortings

[drdilyor's solution](#)

250.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[drdilyor's solution](#)

251.

1837B

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

Quality: 50,124 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[drdilyor's solution](#)

252.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,327 global accepts · Rating: 900 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[drdilyor's solution](#)

253.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,787 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[drdilyor's solution](#)

254.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,894 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[drdilyor's solution](#)

255.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[drdilyor's solution](#)

256.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[drdilyor's solution](#)

257.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[drdilyor's solution](#)

258.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[drdilyor's solution](#)

259.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,305 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[drdilyor's solution](#)

260.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,959 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[drdilyor's solution](#)

261.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[drdilyor's solution](#)

262.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[drdilyor's solution](#)

263.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,098 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[drdilyor's solution](#)

264.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[drdilyor's solution](#)

265.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[drdilyor's solution](#)

266.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,567 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[drdilyor's solution](#)

267.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-25 · C# 10 (first AC) · Tags: math, number theory
[drdilyor's solution](#)

268.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[drdilyor's solution](#)

269.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
[drdilyor's solution](#)

270.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[drdilyor's solution](#)

271.

1696B

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

Quality: 36,339 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[drdilyor's solution](#)

272.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,907 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[drdilyor's solution](#)

273.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[drdilyor's solution](#)

274.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,799 global accepts · Rating: 900 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[drdilyor's solution](#)

275.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[drdilyor's solution](#)

276.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-04-23 · last AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[drdilyor's solution](#)

277.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[drdilyor's solution](#)

278.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[drdilyor's solution](#)

279.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,028 global accepts · Rating: 900 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[drdilyor's solution](#)

280.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2021-12-05 · GNU C11 (first AC) · Tags: implementation, strings
[drdilyor's solution](#)

281.

2167D

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

Quality: 30,222 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[drdilyor's solution](#)

282.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[drdilyor's solution](#)

283.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[drdilyor's solution](#)

284.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[drdilyor's solution](#)

285.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[drdilyor's solution](#)

286.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[drdilyor's solution](#)

287.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,708 global accepts · Rating: 1000 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[drdilyor's solution](#)

288.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[drdilyor's solution](#)

289.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings

[drdilyor's solution](#)

290.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · Haskell (first AC) · Tags: constructive algorithms, greedy, math, number theory

[drdilyor's solution](#)

291.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers

[drdilyor's solution](#)

292.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[drdilyor's solution](#)

293.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[drdilyor's solution](#)

294.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[drdilyor's solution](#)

295.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[drdilyor's solution](#)

296.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[drdilyor's solution](#)

297.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[drdilyor's solution](#)

298.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[drdilyor's solution](#)

299.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[drdilyor's solution](#)

300.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,281 global accepts · Rating: 1000 · first AC: 2023-02-03 · Python 3 (first AC) · Tags: brute force, greedy, strings

[drdilyor's solution](#)

301.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[drdilyor's solution](#)

302.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math

[drdilyor's solution](#)

303.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[drdilyor's solution](#)

304.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[drdilyor's solution](#)

305.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[drdilyor's solution](#)

306.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[drdilyor's solution](#)

307.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[drdilyor's solution](#)

308.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[drdilyor's solution](#)

309.

1760D

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

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[drdilyor's solution](#)

310.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[drdilyor's solution](#)

311.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,114 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[drdilyor's solution](#)

312.

1725B

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

Quality: 28,292 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[drdilyor's solution](#)

313.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[drdilyor's solution](#)

314.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2022-08-20 · last AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[drdilyor's solution](#)

315.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[drdilyor's solution](#)

316.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[drdilyor's solution](#)

317.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[drdilyor's solution](#)

318.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,065 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[drdilyor's solution](#)

319.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[drdilyor's solution](#)

320.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[drdilyor's solution](#)

321.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[drdilyor's solution](#)

322.

1674C

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

Quality: 26,358 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings
[drdilyor's solution](#)

323.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[drdilyor's solution](#)

324.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,023 global accepts · Rating: 1000 · first AC: 2021-12-12 · GNU C11 (first AC) · Tags: greedy, strings
[drdilyor's solution](#)

325.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,420 global accepts · Rating: 1000 · first AC: 2021-12-05 · GNU C11 (first AC) · Tags: implementation, math
[drdilyor's solution](#)

326.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2021-12-05 · GNU C11 (first AC) · Tags: implementation, strings
[drdilyor's solution](#)

327.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2024-12-27 · PyPy 3-64 (first AC) · Tags: implementation
[drdilyor's solution](#)

328.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp
[drdilyor's solution](#)

329.

1933C

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

Quality: 25,374 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory
[drdilyor's solution](#)

330.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 1100 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[drdilyor's solution](#)

331.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · last AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, implementation, math

[drdilyor's solution](#)

332.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[drdilyor's solution](#)

333.

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[drdilyor's solution](#)

334.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · last AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[drdilyor's solution](#)

335.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,884 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[drdilyor's solution](#)

336.

1899B

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

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[drdilyor's solution](#)

337.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[drdilyor's solution](#)

338.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,477 global accepts · Rating: 1100 · first AC: 2023-09-21 · Haskell (first AC) · Tags: binary search, sortings

[drdilyor's solution](#)

339.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[drdilyor's solution](#)

340.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[drdilyor's solution](#)

341.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,013 global accepts · Rating: 1100 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: binary search, geometry, implementation, math

[drdilyor's solution](#)

342.

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[drdilyor's solution](#)

343.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · last AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[drdilyor's solution](#)

344.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, sortings
[drdilyor's solution](#)

345.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[drdilyor's solution](#)

346.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,180 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[drdilyor's solution](#)

347.

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[drdilyor's solution](#)

348.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,854 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[drdilyor's solution](#)

349.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[drdilyor's solution](#)

350.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[drdilyor's solution](#)

351.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[drdilyor's solution](#)

352.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · Python 3 (first AC) · Tags: greedy, sortings

[drdilyor's solution](#)

353.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,298 global accepts · Rating: 1100 · first AC: 2023-02-03 · Python 3 (first AC) · Tags: dp, greedy, sortings

[drdilyor's solution](#)

354.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[drdilyor's solution](#)

355.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[drdilyor's solution](#)

356.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[drdilyor's solution](#)

357.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[drdilyor's solution](#)

358.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[drdilyor's solution](#)

359.

1760E

[Binary Inversions](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · last AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[drdilyor's solution](#)

360.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,397 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, shortest paths

[drdilyor's solution](#)

361.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[drdilyor's solution](#)

362.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,118 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory
[drdilyor's solution](#)

363.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers
[drdilyor's solution](#)

364.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[drdilyor's solution](#)

365.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[drdilyor's solution](#)

366.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[drdilyor's solution](#)

367.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[drdilyor's solution](#)

368.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[drdilyor's solution](#)

369.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[drdilyor's solution](#)

370.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-12 · last AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings
[drdilyor's solution](#)

371.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[drdilyor's solution](#)

372.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[drdilyor's solution](#)

373.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[drdilyor's solution](#)

374.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[drdilyor's solution](#)

375.

1686C

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

Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[drdilyor's solution](#)

376.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[drdilyor's solution](#)

377.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[drdilyor's solution](#)

378.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[drdilyor's solution](#)

379.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[drdilyor's solution](#)

380.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,628 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[drdilyor's solution](#)

381.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[drdilyor's solution](#)

382.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[drdilyor's solution](#)

383.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[drdilyor's solution](#)

384.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[drdilyor's solution](#)

385.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[drdilyor's solution](#)

386.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[drdilyor's solution](#)

387.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[drdilyor's solution](#)

388.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[drdilyor's solution](#)

389.

1933D

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

Quality: 23,530 global accepts · Rating: 1200 · first AC: 2024-02-27 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[drdilyor's solution](#)

390.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[drdilyor's solution](#)

391.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[drdilyor's solution](#)

392.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[drdilyor's solution](#)

393.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-17 · last AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[drdilyor's solution](#)

394.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers

[drdilyor's solution](#)

395.

1133B

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

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[drdilyor's solution](#)

396.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,352 global accepts · Rating: 1200 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[drdilyor's solution](#)

397.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[drdilyor's solution](#)

398.

1909B

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

Quality: 30,976 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[drdilyor's solution](#)

399.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-24 · Haskell (first AC) · Tags: binary search, geometry, math

[drdilyor's solution](#)

400.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[drdilyor's solution](#)

401.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[drdilyor's solution](#)

402.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2023-08-17 · Haskell (first AC) · Tags: binary search, brute force, greedy, math

[drdilyor's solution](#)

403.

1848B

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

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[drdilyor's solution](#)

404.

1846C

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

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[drdilyor's solution](#)

405.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · last AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[drdilyor's solution](#)

406.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[drdilyor's solution](#)

407.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[drdilyor's solution](#)

408.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,116 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[drdilyor's solution](#)

409.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,573 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[drdilyor's solution](#)

410.

1792B

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

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[drdilyor's solution](#)

411.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[drdilyor's solution](#)

412.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: games

[drdilyor's solution](#)

413.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[drdilyor's solution](#)

414.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[drdilyor's solution](#)

415.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[drdilyor's solution](#)

416.

1738B

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

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[drdilyor's solution](#)

417.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings
[drdilyor's solution](#)

418.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,645 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[drdilyor's solution](#)

419.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[drdilyor's solution](#)

420.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · last AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[drdilyor's solution](#)

421.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[drdilyor's solution](#)

422.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[drdilyor's solution](#)

423.

1352C

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

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[drdilyor's solution](#)

424.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[drdilyor's solution](#)

425.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[drdilyor's solution](#)

426.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[drdilyor's solution](#)

427.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[drdilyor's solution](#)

428.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[drdilyor's solution](#)

429.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,442 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[drdilyor's solution](#)

430.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-04-23 · last AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings
[drdilyor's solution](#)

431.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,398 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[drdilyor's solution](#)

432.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[drdilyor's solution](#)

433.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings
[drdilyor's solution](#)

434.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[drdilyor's solution](#)

435.

1926D

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

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[drdilyor's solution](#)

436.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[drdilyor's solution](#)

437.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,537 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[drdilyor's solution](#)

438.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[drdilyor's solution](#)

439.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[drdilyor's solution](#)

440.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[drdilyor's solution](#)

441.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[drdilyor's solution](#)

442.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[drdilyor's solution](#)

443.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[drdilyor's solution](#)

444.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: brute force, implementation, math, number theory

[drdilyor's solution](#)

445.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[drdilyor's solution](#)

446.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[drdilyor's solution](#)

447.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[drdilyor's solution](#)

448.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[drdilyor's solution](#)

449.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-04-01 · Rust 2021 (first AC) · Tags: brute force, greedy, sortings

[drdilyor's solution](#)

450.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive

[drdilyor's solution](#)

451.

1794C

[Scoring Subsequences](#) · [Tutorial](#)

Quality: 22,089 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[drdilyor's solution](#)

452.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[drdilyor's solution](#)

453.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[drdilyor's solution](#)

454.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[drdilyor's solution](#)

455.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[drdilyor's solution](#)

456.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[drdilyor's solution](#)

457.

862B

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

Quality: 25,658 global accepts · Rating: 1300 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[drdilyor's solution](#)

458.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[drdilyor's solution](#)

459.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[drdilyor's solution](#)

460.

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[drdilyor's solution](#)

461.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[drdilyor's solution](#)

462.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[drdilyor's solution](#)

463.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[drdilyor's solution](#)

464.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[drdilyor's solution](#)

465.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[drdilyor's solution](#)

466.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[drdilyor's solution](#)

467.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[drdilyor's solution](#)

468.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2022-07-12 · last AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[drdilyor's solution](#)

469.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[drdilyor's solution](#)

470.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[drdilyor's solution](#)

471.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[drdilyor's solution](#)

472.

1694C

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

Rating: 1300 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[drdilyor's solution](#)

473.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,155 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[drdilyor's solution](#)

474.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,193 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[drdilyor's solution](#)

475.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[drdilyor's solution](#)

476.

1668C

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

Rating: 1300 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[drdilyor's solution](#)

477.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[drdilyor's solution](#)

478.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,016 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[drdilyor's solution](#)

479.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[drdilyor's solution](#)

480.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[drdilyor's solution](#)

481.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
[drdilyor's solution](#)

482.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, math
[drdilyor's solution](#)

483.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[drdilyor's solution](#)

484.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,437 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[drdilyor's solution](#)

485.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[drdilyor's solution](#)

486.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[drdilyor's solution](#)

487.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[drdilyor's solution](#)

488.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[drdilyor's solution](#)

489.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[drdilyor's solution](#)

490.

1907D

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

Quality: 23,584 global accepts · Rating: 1400 · first AC: 2023-12-06 · Haskell (first AC) · Tags: binary search, constructive algorithms

[drdilyor's solution](#)

491.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[drdilyor's solution](#)

492.

1860C

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

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-17 · last AC: 2023-08-18 · Haskell (first AC) · Tags: data structures, dp, games, greedy

[drdilyor's solution](#)

493.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[drdilyor's solution](#)

494.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[drdilyor's solution](#)

495.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · last AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[drdilyor's solution](#)

496.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[drdilyor's solution](#)

497.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[drdilyor's solution](#)

498.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[drdilyor's solution](#)

499.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[drdilyor's solution](#)

500.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2023-01-07 · last AC: 2023-01-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[drdilyor's solution](#)

501.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[drdilyor's solution](#)

502.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[drdilyor's solution](#)

503.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[drdilyor's solution](#)

504.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[drdilyor's solution](#)

505.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[drdilyor's solution](#)

506.

1749C

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Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[drdilyor's solution](#)

507.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[drdilyor's solution](#)

508.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[drdilyor's solution](#)

509.

762B

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Quality: 10,583 global accepts · Rating: 1400 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[drdilyor's solution](#)

510.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[drdilyor's solution](#)

511.

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[drdilyor's solution](#)

512.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[drdilyor's solution](#)

513.

1721C

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Quality: 14,558 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[drdilyor's solution](#)

514.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[drdilyor's solution](#)

515.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[drdilyor's solution](#)

516.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[drdilyor's solution](#)

517.

1706C

[Opwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[drdilyor's solution](#)

518.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[drdilyor's solution](#)

519.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[drdilyor's solution](#)

520.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[drdilyor's solution](#)

521.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[drdilyor's solution](#)

522.

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[drdilyor's solution](#)

523.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[drdilyor's solution](#)

524.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[drdilyor's solution](#)

525.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[drdilyor's solution](#)

526.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[drdilyor's solution](#)

527.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[drdilyor's solution](#)

528.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[drdilyor's solution](#)

529.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[drdilyor's solution](#)

530.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[drdilyor's solution](#)

531.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[drdilyor's solution](#)

532.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[drdilyor's solution](#)

533.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[drdilyor's solution](#)

534.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[drdilyor's solution](#)

535.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[drdilyor's solution](#)

536.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[drdilyor's solution](#)

537.

611C

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

Quality: 9,042 global accepts · Rating: 1500 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[drdilyor's solution](#)

538.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[drdilyor's solution](#)

539.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special
[drdilyor's solution](#)

540.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings
[drdilyor's solution](#)

541.

1933E

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

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search
[drdilyor's solution](#)

542.

1926E

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

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
[drdilyor's solution](#)

543.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory
[drdilyor's solution](#)

544.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[drdilyor's solution](#)

545.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[drdilyor's solution](#)

546.

1891C

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

Quality: 20,364 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[drdilyor's solution](#)

547.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,698 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[drdilyor's solution](#)

548.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · last AC: 2023-09-21 · Haskell (first AC) · Tags: constructive algorithms, greedy

[drdilyor's solution](#)

549.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[drdilyor's solution](#)

550.

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[drdilyor's solution](#)

551.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[drdilyor's solution](#)

552.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[drdilyor's solution](#)

553.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[drdilyor's solution](#)

554.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[drdilyor's solution](#)

555.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,560 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[drdilyor's solution](#)

556.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[drdilyor's solution](#)

557.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,533 global accepts · Rating: 1500 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures
[drdilyor's solution](#)

558.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[drdilyor's solution](#)

559.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings
[drdilyor's solution](#)

560.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[drdilyor's solution](#)

561.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[drdilyor's solution](#)

562.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[drdilyor's solution](#)

563.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[drdilyor's solution](#)

564.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[drdilyor's solution](#)

565.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[drdilyor's solution](#)

566.

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[drdilyor's solution](#)

567.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[drdilyor's solution](#)

568.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,780 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[drdilyor's solution](#)

569.

1158A

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

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[drdilyor's solution](#)

570.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1500 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, strings, two pointers

[drdilyor's solution](#)

571.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1500 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[drdilyor's solution](#)

572.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[drdilyor's solution](#)

573.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,938 global accepts · Rating: 1500 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[drdilyor's solution](#)

574.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[drdilyor's solution](#)

575.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[drdilyor's solution](#)

576.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[drdilyor's solution](#)

577.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[drdilyor's solution](#)

578.

1690E

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

Quality: 16,996 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[drdilyor's solution](#)

579.

977E

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

Quality: 25,624 global accepts · Rating: 1500 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[drdilyor's solution](#)

580.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1500 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings
[drdilyor's solution](#)

581.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[drdilyor's solution](#)

582.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[drdilyor's solution](#)

583.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[drdilyor's solution](#)

584.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,521 global accepts · Rating: 1500 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[drdilyor's solution](#)

585.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[drdilyor's solution](#)

586.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[drdilyor's solution](#)

587.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[drdilyor's solution](#)

588.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[drdilyor's solution](#)

589.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[drdilyor's solution](#)

590.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[drdilyor's solution](#)

591.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[drdilyor's solution](#)

592.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[drdilyor's solution](#)

593.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-13 · Python 3 (first AC) · Tags: graphs

[drdilyor's solution](#)

594.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[drdilyor's solution](#)

595.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[drdilyor's solution](#)

596.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[drdilyor's solution](#)

597.

1917C

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

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · last AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
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598.

1305C

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Quality: 18,787 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory
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599.

1481C

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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[drdilyor's solution](#)

600.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math
[drdilyor's solution](#)

601.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
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602.

1349A

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Quality: 21,644 global accepts · Rating: 1600 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
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603.

1798D

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Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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604.

1514C

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Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
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605.

1795D

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Quality: 13,080 global accepts · Rating: 1600 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
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606.

1778C

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Quality: 11,131 global accepts · Rating: 1600 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings
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607.

1779C

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Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
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608.

1787C

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Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
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609.

1775C

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

Quality: 14,216 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[drdilyor's solution](#)

610.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[drdilyor's solution](#)

611.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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612.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[drdilyor's solution](#)

613.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[drdilyor's solution](#)

614.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math
[drdilyor's solution](#)

615.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[drdilyor's solution](#)

616.

847B

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

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[drdilyor's solution](#)

617.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp
[drdilyor's solution](#)

618.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[drdilyor's solution](#)

619.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, ternary search
[drdilyor's solution](#)

620.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[drdilyor's solution](#)

621.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, strings, two pointers
[drdilyor's solution](#)

622.

1722E

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

Quality: 13,369 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation
[drdilyor's solution](#)

623.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[drdilyor's solution](#)

624.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-12 · last AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[drdilyor's solution](#)

625.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[drdilyor's solution](#)

626.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[drdilyor's solution](#)

627.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[drdilyor's solution](#)

628.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[drdilyor's solution](#)

629.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[drdilyor's solution](#)

630.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[drdilyor's solution](#)

631.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[drdilyor's solution](#)

632.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[drdilyor's solution](#)

633.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[drdilyor's solution](#)

634.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[drdilyor's solution](#)

635.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[drdilyor's solution](#)

636.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[drdilyor's solution](#)

637.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[drdilyor's solution](#)

638.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[drdilyor's solution](#)

639.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,089 global accepts · Rating: 1600 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[drdilyor's solution](#)

640.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2024-12-07 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[drdilyor's solution](#)

641.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,686 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[drdilyor's solution](#)

642.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[drdilyor's solution](#)

643.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[drdilyor's solution](#)

644.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[drdilyor's solution](#)

645.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-16 · Haskell (first AC) · Tags: brute force, strings, two pointers
[drdilyor's solution](#)

646.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[drdilyor's solution](#)

647.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[drdilyor's solution](#)

648.

1102E

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-01-27 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, sortings

[drdilyor's solution](#)

649.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · last AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[drdilyor's solution](#)

650.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[drdilyor's solution](#)

651.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[drdilyor's solution](#)

652.

1881F

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

Quality: 9,572 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[drdilyor's solution](#)

653.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[drdilyor's solution](#)

654.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[drdilyor's solution](#)

655.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · Rust 2021 (first AC) · Tags: dfs and similar, dsu, graphs, greedy,

implementation

[drdilyor's solution](#)

656.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[drdilyor's solution](#)

657.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[drdilyor's solution](#)

658.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-01 · Rust 2021 (first AC) · Tags: binary search, math

[drdilyor's solution](#)

659.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[drdilyor's solution](#)

660.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[drdilyor's solution](#)

661.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[drdilyor's solution](#)

662.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[drdilyor's solution](#)

663.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[drdilyor's solution](#)

664.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[drdilyor's solution](#)

665.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[drdilyor's solution](#)

666.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[drdilyor's solution](#)

667.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: games

[drdilyor's solution](#)

668.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[drdilyor's solution](#)

669.

1743D

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

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[drdilyor's solution](#)

670.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[drdilyor's solution](#)

671.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[drdilyor's solution](#)

672.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[drdilyor's solution](#)

673.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,437 global accepts · Rating: 1700 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[drdilyor's solution](#)

674.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[drdilyor's solution](#)

675.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[drdilyor's solution](#)

676.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-20 · last AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[drdilyor's solution](#)

677.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[drdilyor's solution](#)

678.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[drdilyor's solution](#)

679.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[drdilyor's solution](#)

680.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[drdilyor's solution](#)

681.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[drdilyor's solution](#)

682.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[drdilyor's solution](#)

683.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[drdilyor's solution](#)

684.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[drdilyor's solution](#)

685.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[drdilyor's solution](#)

686.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,167 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[drdilyor's solution](#)

687.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[drdilyor's solution](#)

688.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[drdilyor's solution](#)

689.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[drdilyor's solution](#)

690.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[drdilyor's solution](#)

691.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,883 global accepts · Rating: 1700 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[drdilyor's solution](#)

692.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[drdilyor's solution](#)

693.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[drdilyor's solution](#)

694.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[drdilyor's solution](#)

695.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry,

greedy, implementation, math

[drdilyor's solution](#)

696.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[drdilyor's solution](#)

697.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[drdilyor's solution](#)

698.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 1700 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[drdilyor's solution](#)

699.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[drdilyor's solution](#)

700.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[drdilyor's solution](#)

701.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[drdilyor's solution](#)

702.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[drdilyor's solution](#)

703.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[drdilyor's solution](#)

704.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[drdilyor's solution](#)

705.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[drdilyor's solution](#)

706.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[drdilyor's solution](#)

707.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, two pointers

[drdilyor's solution](#)

708.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2024-01-20 · last AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[drdilyor's solution](#)

709.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, ternary search

[drdilyor's solution](#)

710.

1867D

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

Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[drdilyor's solution](#)

711.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-13 · last AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[drdilyor's solution](#)

712.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[drdilyor's solution](#)

713.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[drdilyor's solution](#)

714.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[drdilyor's solution](#)

715.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[drdilyor's solution](#)

716.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[drdilyor's solution](#)

717.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[drdilyor's solution](#)

718.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[drdilyor's solution](#)

719.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[drdilyor's solution](#)

720.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[drdilyor's solution](#)

721.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[drdilyor's solution](#)

722.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[drdilyor's solution](#)

723.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[drdilyor's solution](#)

724.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[drdilyor's solution](#)

725.

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · last AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[drdilyor's solution](#)

726.

1719D1

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

Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[drdilyor's solution](#)

727.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[drdilyor's solution](#)

728.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[drdilyor's solution](#)

729.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[drdilyor's solution](#)

730.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[drdilyor's solution](#)

731.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[drdilyor's solution](#)

732.

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[drdilyor's solution](#)

733.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[drdilyor's solution](#)

734.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[drdilyor's solution](#)

735.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

hashing, string suffix structures, strings

[drdilyor's solution](#)

736.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[drdilyor's solution](#)

737.

1926G

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

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[drdilyor's solution](#)

738.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[drdilyor's solution](#)

739.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[drdilyor's solution](#)

740.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[drdilyor's solution](#)

741.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[drdilyor's solution](#)

742.

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, strings

[drdilyor's solution](#)

743.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[drdilyor's solution](#)

744.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[drdilyor's solution](#)

745.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[drdilyor's solution](#)

746.

1891D

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

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[drdilyor's solution](#)

747.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[drdilyor's solution](#)

748.

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

[drdilyor's solution](#)

749.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[drdilyor's solution](#)

750.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[drdilyor's solution](#)

751.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[drdilyor's solution](#)

752.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[drdilyor's solution](#)

753.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,820 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[drdilyor's solution](#)

754.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[drdilyor's solution](#)

755.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[drdilyor's solution](#)

756.

1791G2

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

Quality: 5,997 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[drdilyor's solution](#)

757.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[drdilyor's solution](#)

758.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees
[drdilyor's solution](#)

759.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[drdilyor's solution](#)

760.

1759G

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

Quality: 5,499 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[drdilyor's solution](#)

761.

1747D

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

Quality: 5,563 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
[drdilyor's solution](#)

762.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, number theory, two pointers
[drdilyor's solution](#)

763.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[drdilyor's solution](#)

764.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · last AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[drdilyor's solution](#)

765.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[drdilyor's solution](#)

766.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[drdilyor's solution](#)

767.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[drdilyor's solution](#)

768.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[drdilyor's solution](#)

769.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 1900 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[drdilyor's solution](#)

770.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math

[drdilyor's solution](#)

771.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[drdilyor's solution](#)

772.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,404 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[drdilyor's solution](#)

773.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[drdilyor's solution](#)

774.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[drdilyor's solution](#)

775.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[drdilyor's solution](#)

776.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[drdilyor's solution](#)

777.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[drdilyor's solution](#)

778.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[drdilyor's solution](#)

779.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[drdilyor's solution](#)

780.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,995 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[drdilyor's solution](#)

781.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[drdilyor's solution](#)

782.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · last AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[drdilyor's solution](#)

783.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[drdilyor's solution](#)

784.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

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785.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
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786.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
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787.

1936B

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Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[drdilyor's solution](#)

788.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
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789.

1060E

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Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[drdilyor's solution](#)

790.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[drdilyor's solution](#)

791.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[drdilyor's solution](#)

792.

1029F

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Quality: 2,754 global accepts · Rating: 2000 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[drdilyor's solution](#)

793.

621E

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

Quality: 3,246 global accepts · Rating: 2000 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
[drdilyor's solution](#)

794.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[drdilyor's solution](#)

795.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[drdilyor's solution](#)

796.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[drdilyor's solution](#)

797.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[drdilyor's solution](#)

798.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · last AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[drdilyor's solution](#)

799.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[drdilyor's solution](#)

800.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[drdilyor's solution](#)

801.

1881G

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

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[drdilyor's solution](#)

802.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[drdilyor's solution](#)

803.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[drdilyor's solution](#)

804.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[drdilyor's solution](#)

805.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-05-29 · last AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[drdilyor's solution](#)

806.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy
[drdilyor's solution](#)

807.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[drdilyor's solution](#)

808.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[drdilyor's solution](#)

809.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,819 global accepts · Rating: 2000 · first AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[drdilyor's solution](#)

810.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[drdilyor's solution](#)

811.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[drdilyor's solution](#)

812.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
[drdilyor's solution](#)

813.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings
[drdilyor's solution](#)

814.

1764D

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

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[drdilyor's solution](#)

815.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
[drdilyor's solution](#)

816.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[drdilyor's solution](#)

817.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[drdilyor's solution](#)

818.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[drdilyor's solution](#)

819.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[drdilyor's solution](#)

820.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[drdilyor's solution](#)

821.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[drdilyor's solution](#)

822.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[drdilyor's solution](#)

823.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[drdilyor's solution](#)

824.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[drdilyor's solution](#)

825.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[drdilyor's solution](#)

826.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[drdilyor's solution](#)

827.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
[drdilyor's solution](#)

828.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · last AC: 2024-04-01 · Haskell (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
[drdilyor's solution](#)

829.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[drdilyor's solution](#)

830.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
[drdilyor's solution](#)

831.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, strings
[drdilyor's solution](#)

832.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[drdilyor's solution](#)

833.

1203F1

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

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[drdilyor's solution](#)

834.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings
[drdilyor's solution](#)

835.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2024-01-06 · last AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings
[drdilyor's solution](#)

836.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math
[drdilyor's solution](#)

837.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[drdilyor's solution](#)

838.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[drdilyor's solution](#)

839.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[drdilyor's solution](#)

840.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
[drdilyor's solution](#)

841.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
[drdilyor's solution](#)

842.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings
[drdilyor's solution](#)

843.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation
[drdilyor's solution](#)

844.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[drdilyor's solution](#)

845.

1499D

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

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[drdilyor's solution](#)

846.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[drdilyor's solution](#)

847.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,414 global accepts · Rating: 2100 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[drdilyor's solution](#)

848.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[drdilyor's solution](#)

849.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[drdilyor's solution](#)

850.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[drdilyor's solution](#)

851.

1767C

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

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[drdilyor's solution](#)

852.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[drdilyor's solution](#)

853.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[drdilyor's solution](#)

854.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[drdilyor's solution](#)

855.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[drdilyor's solution](#)

856.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[drdilyor's solution](#)

857.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, ternary search

[drdilyor's solution](#)

858.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[drdilyor's solution](#)

859.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[drdilyor's solution](#)

860.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[drdilyor's solution](#)

861.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[drdilyor's solution](#)

862.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[drdilyor's solution](#)

863.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[drdilyor's solution](#)

864.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[drdilyor's solution](#)

865.

1968G2

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

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[drdilyor's solution](#)

866.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[drdilyor's solution](#)

867.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,094 global accepts · Rating: 2200 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[drdilyor's solution](#)

868.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[drdilyor's solution](#)

869.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2024-01-09 · last AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[drdilyor's solution](#)

870.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, math

[drdilyor's solution](#)

871.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[drdilyor's solution](#)

872.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2200 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[drdilyor's solution](#)

873.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[drdilyor's solution](#)

874.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-18 · last AC: 2023-08-19 · Haskell (first AC) · Tags: dp

[drdilyor's solution](#)

875.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[drdilyor's solution](#)

876.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[drdilyor's solution](#)

877.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

[drdilyor's solution](#)

878.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[drdilyor's solution](#)

879.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[drdilyor's solution](#)

880.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[drdilyor's solution](#)

881.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-24 · last AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[drdilyor's solution](#)

882.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[drdilyor's solution](#)

883.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[drdilyor's solution](#)

884.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[drdilyor's solution](#)

885.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[drdilyor's solution](#)

886.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-01-21 · last AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[drdilyor's solution](#)

887.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[drdilyor's solution](#)

888.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[drdilyor's solution](#)

889.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[drdilyor's solution](#)

890.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[drdilyor's solution](#)

891.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[drdilyor's solution](#)

892.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[drdilyor's solution](#)

893.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[drdilyor's solution](#)

894.

487C

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

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[drdilyor's solution](#)

895.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
[drdilyor's solution](#)

896.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices
[drdilyor's solution](#)

897.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: games
[drdilyor's solution](#)

898.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers
[drdilyor's solution](#)

899.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,954 global accepts · Rating: 2300 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[drdilyor's solution](#)

900.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[drdilyor's solution](#)

901.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[drdilyor's solution](#)

902.

1203F2

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

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[drdilyor's solution](#)

903.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
[drdilyor's solution](#)

904.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
[drdilyor's solution](#)

905.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[drdilyor's solution](#)

906.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[drdilyor's solution](#)

907.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[drdilyor's solution](#)

908.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[drdilyor's solution](#)

909.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory

[drdilyor's solution](#)

910.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[drdilyor's solution](#)

911.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[drdilyor's solution](#)

912.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[drdilyor's solution](#)

913.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[drdilyor's solution](#)

914.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[drdilyor's solution](#)

915.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[drdilyor's solution](#)

916.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[drdilyor's solution](#)

917.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[drdilyor's solution](#)

918.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[drdilyor's solution](#)

919.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[drdilyor's solution](#)

920.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[drdilyor's solution](#)

921.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[drdilyor's solution](#)

922.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[drdilyor's solution](#)

923.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[drdilyor's solution](#)

924.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[drdilyor's solution](#)

925.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[drdilyor's solution](#)

926.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[drdilyor's solution](#)

927.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees
[drdilyor's solution](#)

928.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[drdilyor's solution](#)

929.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[drdilyor's solution](#)

930.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[drdilyor's solution](#)

931.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[drdilyor's solution](#)

932.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[drdilyor's solution](#)

933.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[drdilyor's solution](#)

934.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers
[drdilyor's solution](#)

935.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[drdilyor's solution](#)

936.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy
[drdilyor's solution](#)

937.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[drdilyor's solution](#)

938.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory
[drdilyor's solution](#)

939.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,100 global accepts · Rating: 2400 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
[drdilyor's solution](#)

940.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[drdilyor's solution](#)

941.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[drdilyor's solution](#)

942.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees
[drdilyor's solution](#)

943.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math
[drdilyor's solution](#)

944.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[drdilyor's solution](#)

945.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[drdilyor's solution](#)

946.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[drdilyor's solution](#)

947.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[drdilyor's solution](#)

948.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[drdilyor's solution](#)

949.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[drdilyor's solution](#)

950.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[drdilyor's solution](#)

951.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[drdilyor's solution](#)

952.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[drdilyor's solution](#)

953.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[drdilyor's solution](#)

954.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[drdilyor's solution](#)

955.

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2024-03-04 · last AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[drdilyor's solution](#)

956.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[drdilyor's solution](#)

957.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[drdilyor's solution](#)

958.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: games, two pointers

[drdilyor's solution](#)

959.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[drdilyor's solution](#)

960.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[drdilyor's solution](#)

961.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-14 · last AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[drdilyor's solution](#)

962.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[drdilyor's solution](#)

963.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[drdilyor's solution](#)

964.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, trees

[drdilyor's solution](#)

965.

1686E

[Bring Balance](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[drdilyor's solution](#)

966.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[drdilyor's solution](#)

967.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[drdilyor's solution](#)

968.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[drdilyor's solution](#)

969.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

970.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

971.

105112H

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

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

972.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

973.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

974.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

975.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

976.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[drdilyor's solution](#)

977.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[drdilyor's solution](#)

978.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[drdilyor's solution](#)

979.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[drdilyor's solution](#)

980.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[drdilyor's solution](#)

981.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[drdilyor's solution](#)

982.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[drdilyor's solution](#)

983.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[drdilyor's solution](#)

984.

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[drdilyor's solution](#)

985.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[drdilyor's solution](#)

986.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[drdilyor's solution](#)

987.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[drdilyor's solution](#)

988.

105492A

[``Aaawww...'' or ``Aaayyy!!!''](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[drdilyor's solution](#)

989.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[drdilyor's solution](#)

990.

105446J

[Jabber Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

991.

105446F

[Finding Suspicious Proteins](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

992.

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · PyPy 3-64 (first AC) · Tags: —

[drdilyor's solution](#)

993.

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

994.

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

995.

105446K

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

996.

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

997.

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

998.

105053F

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

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

999.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

1000.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

1001.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

1002.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

1003.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[drdilyor's solution](#)

1004.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation

[drdilyor's solution](#)

1005.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, schedules

[drdilyor's solution](#)

1006.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force

[drdilyor's solution](#)

1007.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[drdilyor's solution](#)

1008.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[drdilyor's solution](#)

1009.

104230C

[Toy Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[drdilyor's solution](#)

1010.

104230B

[Superpiece](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[drdilyor's solution](#)

1011.

104230A

[Data Centers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[drdilyor's solution](#)

1012.

104229A

[SubsetMex](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[drdilyor's solution](#)

1013.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, strings

[drdilyor's solution](#)

1014.

103464D

[A Task With Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · last AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[drdilyor's solution](#)

1015.

103464C

[Protected String](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[drdilyor's solution](#)

1016.

102951B

[Studying Algorithms](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[drdilyor's solution](#)

1017.

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[drdilyor's solution](#)

1018.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[drdilyor's solution](#)

1019.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[drdilyor's solution](#)

1020.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[drdilyor's solution](#)

1021.

1663C

[P Ö! Verdon](#)[Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-06 · PyPy 3-64 (first AC) · Tags: *special, implementation, math

[drdilyor's solution](#)

1022.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2022-04-06 · PyPy 3-64 (first AC) · Tags: *special, divide and conquer, implementation, math

[drdilyor's solution](#)

1023.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-06 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, trees

[drdilyor's solution](#)