

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — eriksuenderhauf

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

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Filters: none

Count: 2,288

1.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: strings

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2.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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3.

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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4.

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

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5.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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6.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,337 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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7.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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8.

1870A

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Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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9.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,351 global accepts · Rating: 800 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: math

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**10.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
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**11.**

1864A

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Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
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**12.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math  
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**13.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
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**14.**

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  
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**15.**

1797A

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Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation  
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**16.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
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**17.**

1810A

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Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
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**18.**

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
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**19.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,933 global accepts · Rating: 800 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force  
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**20.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,453 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
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**21.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
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**22.**

1809A

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Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
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**23.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
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**24.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 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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**25.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,997 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math  
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**26.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
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**27.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,015 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
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**28.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms  
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**29.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

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**30.**

1758A

[SSeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings  
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**31.**

1748A

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**32.**

1746B

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**33.**

1746A

[Maxmina](#) · [Tutorial](#)

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**34.**

1738A

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**35.**

1739A

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**36.**

1728B

[Best Permutation](#) · [Tutorial](#)

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**37.**

1728A

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**38.**

1721A

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**39.**

1704A

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

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**40.**

1672B

[I love AAAB](#) · [Tutorial](#)

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**41.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math  
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**42.**

1637A

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Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings  
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**43.**

1621A

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Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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**44.**

1616A

[Integer Diversity](#) · [Tutorial](#)

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**45.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
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**46.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[eriksuenderhauf's solution](#)

**47.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

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**48.**

1566A

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

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**49.**

1569A

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**50.**

1556A

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**51.**

1530B

[Putting Plates](#) · [Tutorial](#)

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**52.**

1530A

[Binary Decimal](#) · [Tutorial](#)

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**53.**

1534A

[Colour the Flag](#) · [Tutorial](#)

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**54.**

1523A

[Game of Life](#) · [Tutorial](#)

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**55.**

1515A

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**56.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

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**57.**

1433B

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**58.**

1433A

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**59.**

1437A

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**60.**

1428A

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**61.**

1408A

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**62.**

1392B

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[eriksuenderhauf's solution](#)

**63.**

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
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**64.**

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings  
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**65.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math  
[eriksuenderhauf's solution](#)

**66.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,878 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
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**67.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math  
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**68.**

1347C

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

Rating: 800 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
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**69.**

1347A

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

Rating: 800 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: \*special  
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**70.**

1312A

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Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory  
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**71.**

1316A

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Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: implementation  
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**72.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
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**73.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation  
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**74.**

1304A

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Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: math  
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**75.**

1301A

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Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings  
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**76.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,704 global accepts · Rating: 800 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: implementation, strings  
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**77.**

1285A

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Quality: 29,890 global accepts · Rating: 800 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: math  
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**78.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings  
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**79.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
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**80.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
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**81.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: strings  
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**82.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,799 global accepts · Rating: 800 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: implementation, sortings, strings  
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**83.**

1209A

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Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
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**84.**

1207A

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Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
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**85.**

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: brute force  
[eriksuenderhauf's solution](#)

**86.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy  
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**87.**

1194A

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

Quality: 17,375 global accepts · Rating: 800 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: math  
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**88.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: strings  
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**89.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
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**90.**

1186A

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

Quality: 42,457 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation  
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**91.**

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: implementation  
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**92.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: greedy  
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**93.**

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,427 global accepts · Rating: 800 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: dp, implementation, math  
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**94.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: math  
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**95.**

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy

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**96.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

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**97.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: math

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**98.**

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: implementation

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**99.**

1077A

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Quality: 32,252 global accepts · Rating: 800 · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**100.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2019-01-17 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**101.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,491 global accepts · Rating: 800 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**102.**

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**103.**

1102A

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

Quality: 26,615 global accepts · Rating: 800 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**104.**

1097A

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

Quality: 43,810 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**105.**

1087A

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

Rating: 800 · first AC: 2019-01-02 · GNU C++11 (first AC) · Tags: implementation, strings

[eriksuenderhauf's solution](#)

**106.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**107.**

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[eriksuenderhauf's solution](#)

**108.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[eriksuenderhauf's solution](#)

**109.**

1041A

[Heist](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**110.**

1028A

[Find Square](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**111.**

1002A1

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

Quality: 929 global accepts · Rating: 800 · first AC: 2018-08-01 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**112.**

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**113.**

1006A

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

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**114.**

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**115.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**116.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,564 global accepts · Rating: 800 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**117.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,536 global accepts · Rating: 800 · first AC: 2018-07-24 · GNU C++11 (first AC) · Tags: implementation, strings  
[eriksuenderhauf's solution](#)

**118.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,369 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: dp, greedy  
[eriksuenderhauf's solution](#)

**119.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**120.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: sortings  
[eriksuenderhauf's solution](#)

**121.**

469A

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

Quality: 121,199 global accepts · Rating: 800 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**122.**

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**123.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**124.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,920 global accepts · Rating: 800 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**125.**

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**126.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,820 global accepts · Rating: 800 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers  
[eriksuenderhauf's solution](#)

**127.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**128.**

71A

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

Quality: 503,268 global accepts · Rating: 800 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: strings

[eriksuenderhauf's solution](#)

**129.**

443A

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

Quality: 112,063 global accepts · Rating: 800 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[eriksuenderhauf's solution](#)

**130.**

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: games, math

[eriksuenderhauf's solution](#)

**131.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**132.**

950A

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

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-12 · GNU C++11 (first AC) · Tags: implementation, math

[eriksuenderhauf's solution](#)

**133.**

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[eriksuenderhauf's solution](#)

**134.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[eriksuenderhauf's solution](#)

**135.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**136.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,709 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: graphs

[eriksuenderhauf's solution](#)

**137.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,242 global accepts · Rating: 800 · first AC: 2018-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**138.**

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2018-01-23 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**139.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: geometry, implementation  
[eriksuenderhauf's solution](#)

**140.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation, math  
[eriksuenderhauf's solution](#)

**141.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: brute force, dp  
[eriksuenderhauf's solution](#)

**142.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-06 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**143.**

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: brute force, implementation  
[eriksuenderhauf's solution](#)

**144.**

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[eriksuenderhauf's solution](#)

**145.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · Java 8 (first AC) · Tags: brute force, constructive algorithms, math  
[eriksuenderhauf's solution](#)

**146.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,933 global accepts · Rating: 800 · first AC: 2017-07-31 · Java 8 (first AC) · Tags: implementation, strings  
[eriksuenderhauf's solution](#)

**147.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · Java 8 (first AC) · Tags: games, math  
[eriksuenderhauf's solution](#)

**148.**

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-24 · Java 8 (first AC) · Tags: implementation, strings  
[eriksuenderhauf's solution](#)

**149.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · Java 8 (first AC) · Tags: brute force, implementation  
[eriksuenderhauf's solution](#)

**150.**

791A

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

Quality: 257,224 global accepts · Rating: 800 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**151.**

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-03-09 · Java 8 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**152.**

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: binary search, brute force, implementation, math

[eriksuenderhauf's solution](#)

**153.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · last AC: 2016-09-17 · Java 8 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**154.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

[eriksuenderhauf's solution](#)

**155.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[eriksuenderhauf's solution](#)

**156.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**157.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[eriksuenderhauf's solution](#)

**158.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,892 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[eriksuenderhauf's solution](#)

**159.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,553 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[eriksuenderhauf's solution](#)

**160.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[eriksuenderhauf's solution](#)

**161.**

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[eriksuenderhauf's solution](#)

**162.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[eriksuenderhauf's solution](#)

**163.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,075 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures  
[eriksuenderhauf's solution](#)

**164.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**165.**

1347B

[Square?](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, math  
[eriksuenderhauf's solution](#)

**166.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math  
[eriksuenderhauf's solution](#)

**167.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy  
[eriksuenderhauf's solution](#)

**168.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**169.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-04 · GNU C++11 (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**170.**

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: math, number theory  
[eriksuenderhauf's solution](#)

**171.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[eriksuenderhauf's solution](#)

**172.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**173.**

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[eriksuenderhauf's solution](#)

**174.**

1187A

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

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**175.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**176.**

1175A

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

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: implementation, math

[eriksuenderhauf's solution](#)

**177.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[eriksuenderhauf's solution](#)

**178.**

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[eriksuenderhauf's solution](#)

**179.**

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, strings

[eriksuenderhauf's solution](#)

**180.**

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**181.**

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2019-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[eriksuenderhauf's solution](#)

**182.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[eriksuenderhauf's solution](#)

**183.**

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[eriksuenderhauf's solution](#)

**184.**

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: implementation, strings  
[eriksuenderhauf's solution](#)

**185.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,024 global accepts · Rating: 900 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[eriksuenderhauf's solution](#)

**186.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,907 global accepts · Rating: 900 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: greedy  
[eriksuenderhauf's solution](#)

**187.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, strings  
[eriksuenderhauf's solution](#)

**188.**

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**189.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,479 global accepts · Rating: 900 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[eriksuenderhauf's solution](#)

**190.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · last AC: 2018-04-06 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**191.**

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**192.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[eriksuenderhauf's solution](#)

**193.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[eriksuenderhauf's solution](#)

**194.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**195.**

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-02-13 · GNU C++11 (first AC) · Tags: implementation, strings  
[eriksuenderhauf's solution](#)

**196.**

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[eriksuenderhauf's solution](#)

**197.**

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**198.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**199.**

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math  
[eriksuenderhauf's solution](#)

**200.**

879A

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

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**201.**

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**202.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,355 global accepts · Rating: 900 · first AC: 2017-08-14 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees  
[eriksuenderhauf's solution](#)

**203.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · Java 8 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**204.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,218 global accepts · Rating: 900 · first AC: 2017-04-16 · Java 8 (first AC) · Tags: constructive algorithms, greedy, strings  
[eriksuenderhauf's solution](#)

**205.**

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · Java 8 (first AC) · Tags: constructive algorithms, sortings  
[eriksuenderhauf's solution](#)

**206.**

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · Java 8 (first AC) · Tags: implementation, math  
[eriksuenderhauf's solution](#)

**207.**

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  
[eriksuenderhauf's solution](#)

**208.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[eriksuenderhauf's solution](#)

**209.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation  
[eriksuenderhauf's solution](#)

**210.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math  
[eriksuenderhauf's solution](#)

**211.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**212.**

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[eriksuenderhauf's solution](#)

**213.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**214.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[eriksuenderhauf's solution](#)

**215.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**216.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,920 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[eriksuenderhauf's solution](#)

**217.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[eriksuenderhauf's solution](#)

**218.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[eriksuenderhauf's solution](#)

**219.**

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[eriksuenderhauf's solution](#)

**220.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[eriksuenderhauf's solution](#)

**221.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,850 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**222.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[eriksuenderhauf's solution](#)

**223.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[eriksuenderhauf's solution](#)

**224.**

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, math

[eriksuenderhauf's solution](#)

**225.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math

[eriksuenderhauf's solution](#)

**226.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[eriksuenderhauf's solution](#)

**227.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**228.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[eriksuenderhauf's solution](#)

**229.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[eriksuenderhauf's solution](#)

**230.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[eriksuenderhauf's solution](#)

**231.**

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math

[eriksuenderhauf's solution](#)

**232.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers

[eriksuenderhauf's solution](#)

**233.**

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math

[eriksuenderhauf's solution](#)

**234.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[eriksuenderhauf's solution](#)

**235.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[eriksuenderhauf's solution](#)

**236.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**237.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math  
[eriksuenderhauf's solution](#)

**238.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: greedy, math  
[eriksuenderhauf's solution](#)

**239.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: greedy, math  
[eriksuenderhauf's solution](#)

**240.**

1174A

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

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[eriksuenderhauf's solution](#)

**241.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: math, number theory  
[eriksuenderhauf's solution](#)

**242.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**243.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**244.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

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

**245.**

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**246.**

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: brute force, implementation  
[eriksuenderhauf's solution](#)

**247.**

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**248.**

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**249.**

1008B

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

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, sortings  
[eriksuenderhauf's solution](#)

**250.**

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[eriksuenderhauf's solution](#)

**251.**

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**252.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,281 global accepts · Rating: 1000 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: brute force, math  
[eriksuenderhauf's solution](#)

**253.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,994 global accepts · Rating: 1000 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: greedy, strings  
[eriksuenderhauf's solution](#)

**254.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,367 global accepts · Rating: 1000 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: implementation, math  
[eriksuenderhauf's solution](#)

**255.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**256.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[eriksuenderhauf's solution](#)

**257.**

110C

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

Rating: 1000 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation, math  
[eriksuenderhauf's solution](#)

**258.**

476A

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

Quality: 51,614 global accepts · Rating: 1000 · first AC: 2017-07-31 · Java 8 (first AC) · Tags: implementation, math  
[eriksuenderhauf's solution](#)

**259.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2017-07-31 · Java 8 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**260.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,030 global accepts · Rating: 1000 · first AC: 2017-07-24 · Java 8 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**261.**

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-17 · Java 8 (first AC) · Tags: brute force, implementation  
[eriksuenderhauf's solution](#)

**262.**

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-11 · Java 8 (first AC) · Tags: constructive algorithms  
[eriksuenderhauf's solution](#)

**263.**

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · Java 8 (first AC) · Tags: brute force, constructive algorithms, strings  
[eriksuenderhauf's solution](#)

**264.**

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings  
[eriksuenderhauf's solution](#)

**265.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: constructive algorithms, strings  
[eriksuenderhauf's solution](#)

**266.**

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[eriksuenderhauf's solution](#)

**267.**

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · Java 8 (first AC) · Tags: constructive algorithms, math  
[eriksuenderhauf's solution](#)

**268.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · Java 8 (first AC) · Tags: constructive algorithms, implementation, math

[eriksuenderhauf's solution](#)

**269.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · Java 8 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**270.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · Java 8 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**271.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[eriksuenderhauf's solution](#)

**272.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[eriksuenderhauf's solution](#)

**273.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[eriksuenderhauf's solution](#)

**274.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[eriksuenderhauf's solution](#)

**275.**

1826B

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

Quality: 28,168 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[eriksuenderhauf's solution](#)

**276.**

1821B

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

Quality: 28,333 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[eriksuenderhauf's solution](#)

**277.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,615 global accepts · Rating: 1100 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[eriksuenderhauf's solution](#)

**278.**

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[eriksuenderhauf's solution](#)

**279.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[eriksuenderhauf's solution](#)

**280.**

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[eriksuenderhauf's solution](#)

**281.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[eriksuenderhauf's solution](#)

**282.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[eriksuenderhauf's solution](#)

**283.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[eriksuenderhauf's solution](#)

**284.**

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[eriksuenderhauf's solution](#)

**285.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[eriksuenderhauf's solution](#)

**286.**

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[eriksuenderhauf's solution](#)

**287.**

1566D1

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

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

[eriksuenderhauf's solution](#)

**288.**

1534B

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

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

[eriksuenderhauf's solution](#)

**289.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[eriksuenderhauf's solution](#)

**290.**

1428C

[ABBB](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**291.**

1366A

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

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[eriksuenderhauf's solution](#)

**292.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[eriksuenderhauf's solution](#)

**293.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[eriksuenderhauf's solution](#)

**294.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[eriksuenderhauf's solution](#)

**295.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[eriksuenderhauf's solution](#)

**296.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[eriksuenderhauf's solution](#)

**297.**

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**298.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[eriksuenderhauf's solution](#)

**299.**

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**300.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary

search

[eriksuenderhauf's solution](#)

**301.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[eriksuenderhauf's solution](#)

**302.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[eriksuenderhauf's solution](#)

**303.**

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[eriksuenderhauf's solution](#)

**304.**

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[eriksuenderhauf's solution](#)

**305.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**306.**

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[eriksuenderhauf's solution](#)

**307.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[eriksuenderhauf's solution](#)

**308.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**309.**

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**310.**

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[eriksuenderhauf's solution](#)

**311.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, implementation

[eriksuenderhauf's solution](#)

**312.**

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: sortings

[eriksuenderhauf's solution](#)

**313.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[eriksuenderhauf's solution](#)

**314.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,788 global accepts · Rating: 1100 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: sortings

[eriksuenderhauf's solution](#)

**315.**

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: brute force

[eriksuenderhauf's solution](#)

**316.**

1001A

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

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-07-14 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**317.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**318.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,505 global accepts · Rating: 1100 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: dp, implementation

[eriksuenderhauf's solution](#)

**319.**

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[eriksuenderhauf's solution](#)

**320.**

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[eriksuenderhauf's solution](#)

**321.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**322.**

368B

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

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: data structures, dp

[eriksuenderhauf's solution](#)

**323.**

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[eriksuenderhauf's solution](#)

**324.**

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: math, number theory

[eriksuenderhauf's solution](#)

**325.**

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[eriksuenderhauf's solution](#)

**326.**

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: brute force, math

[eriksuenderhauf's solution](#)

**327.**

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2018-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[eriksuenderhauf's solution](#)

**328.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**329.**

869B

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

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**330.**

869A

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

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**331.**

877A

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

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: implementation, strings

[eriksuenderhauf's solution](#)

**332.**

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2017-08-12 · Java 8 (first AC) · Tags: greedy, math

[eriksuenderhauf's solution](#)

**333.**

834B

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

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · Java 8 (first AC) · Tags: data structures, implementation

[eriksuenderhauf's solution](#)

**334.**

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-24 · Java 8 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**335.**

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · Java 8 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**336.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,673 global accepts · Rating: 1100 · first AC: 2017-04-16 · Java 8 (first AC) · Tags: brute force

[eriksuenderhauf's solution](#)

**337.**

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · Java 8 (first AC) · Tags: implementation, math

[eriksuenderhauf's solution](#)

**338.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-28 · Java 8 (first AC) · Tags: implementation, sortings

[eriksuenderhauf's solution](#)

**339.**

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-26 · Java 8 (first AC) · Tags: brute force, greedy

[eriksuenderhauf's solution](#)

**340.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · Java 8 (first AC) · Tags: data structures, implementation

[eriksuenderhauf's solution](#)

**341.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · Java 8 (first AC) · Tags: greedy, implementation, strings

[eriksuenderhauf's solution](#)

**342.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · Java 8 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**343.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[eriksuenderhauf's solution](#)

**344.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[eriksuenderhauf's solution](#)

**345.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[eriksuenderhauf's solution](#)

**346.**

1808B

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

Quality: 29,670 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[eriksuenderhauf's solution](#)

**347.**

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[eriksuenderhauf's solution](#)

**348.**

1738B

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

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[eriksuenderhauf's solution](#)

**349.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,793 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[eriksuenderhauf's solution](#)

**350.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[eriksuenderhauf's solution](#)

**351.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[eriksuenderhauf's solution](#)

**352.**

1530C

[Pursuit](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**353.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[eriksuenderhauf's solution](#)

**354.**

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[eriksuenderhauf's solution](#)

**355.**

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[eriksuenderhauf's solution](#)

**356.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation  
[eriksuenderhauf's solution](#)

**357.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**358.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,288 global accepts · Rating: 1200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers  
[eriksuenderhauf's solution](#)

**359.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math  
[eriksuenderhauf's solution](#)

**360.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math  
[eriksuenderhauf's solution](#)

**361.**

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy  
[eriksuenderhauf's solution](#)

**362.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[eriksuenderhauf's solution](#)

**363.**

1270B

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

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

**364.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: binary search, math  
[eriksuenderhauf's solution](#)

**365.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[eriksuenderhauf's solution](#)

**366.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[eriksuenderhauf's solution](#)

**367.**

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**368.**

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[eriksuenderhauf's solution](#)

**369.**

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[eriksuenderhauf's solution](#)

**370.**

1185B

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

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: implementation, strings

[eriksuenderhauf's solution](#)

**371.**

1174B

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

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: sortings

[eriksuenderhauf's solution](#)

**372.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[eriksuenderhauf's solution](#)

**373.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[eriksuenderhauf's solution](#)

**374.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[eriksuenderhauf's solution](#)

**375.**

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: games

[eriksuenderhauf's solution](#)

**376.**

1097B

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

Quality: 35,958 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[eriksuenderhauf's solution](#)

**377.**

1091B

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

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

[eriksuenderhauf's solution](#)

**378.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation

[eriksuenderhauf's solution](#)

**379.**

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[eriksuenderhauf's solution](#)

**380.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**381.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[eriksuenderhauf's solution](#)

**382.**

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[eriksuenderhauf's solution](#)

**383.**

1011B

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

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[eriksuenderhauf's solution](#)

**384.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: greedy

[eriksuenderhauf's solution](#)

**385.**

492B

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

Quality: 90,194 global accepts · Rating: 1200 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[eriksuenderhauf's solution](#)

**386.**

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[eriksuenderhauf's solution](#)

**387.**

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[eriksuenderhauf's solution](#)

**388.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**389.**

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**390.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[eriksuenderhauf's solution](#)

**391.**

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**392.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**393.**

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**394.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,907 global accepts · Rating: 1200 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[eriksuenderhauf's solution](#)

**395.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[eriksuenderhauf's solution](#)

**396.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation

[eriksuenderhauf's solution](#)

**397.**

914B

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

Quality: 9,064 global accepts · Rating: 1200 · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[eriksuenderhauf's solution](#)

**398.**

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[eriksuenderhauf's solution](#)

**399.**

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[eriksuenderhauf's solution](#)

**400.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[eriksuenderhauf's solution](#)

**401.**

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: constructive algorithms  
[eriksuenderhauf's solution](#)

**402.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation  
[eriksuenderhauf's solution](#)

**403.**

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: data structures, implementation  
[eriksuenderhauf's solution](#)

**404.**

265C

[Escape from Stones](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-01-03 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**405.**

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: brute force, implementation  
[eriksuenderhauf's solution](#)

**406.**

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[eriksuenderhauf's solution](#)

**407.**

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**408.**

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation  
[eriksuenderhauf's solution](#)

**409.**

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[eriksuenderhauf's solution](#)

**410.**

462C

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 1200 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: implementation, sortings

[eriksuenderhauf's solution](#)

**411.**

854B

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

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

[eriksuenderhauf's solution](#)

**412.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,342 global accepts · Rating: 1200 · first AC: 2017-08-12 · Java 8 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[eriksuenderhauf's solution](#)

**413.**

828A

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

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

[eriksuenderhauf's solution](#)

**414.**

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-03-19 · Java 8 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**415.**

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings

[eriksuenderhauf's solution](#)

**416.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[eriksuenderhauf's solution](#)

**417.**

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

[eriksuenderhauf's solution](#)

**418.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[eriksuenderhauf's solution](#)

**419.**

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

[eriksuenderhauf's solution](#)

**420.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[eriksuenderhauf's solution](#)

**421.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[eriksuenderhauf's solution](#)

**422.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[eriksuenderhauf's solution](#)

**423.**

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[eriksuenderhauf's solution](#)

**424.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[eriksuenderhauf's solution](#)

**425.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[eriksuenderhauf's solution](#)

**426.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[eriksuenderhauf's solution](#)

**427.**

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[eriksuenderhauf's solution](#)

**428.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[eriksuenderhauf's solution](#)

**429.**

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

[eriksuenderhauf's solution](#)

**430.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[eriksuenderhauf's solution](#)

**431.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[eriksuenderhauf's solution](#)

**432.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**433.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[eriksuenderhauf's solution](#)

**434.**

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[eriksuenderhauf's solution](#)

**435.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[eriksuenderhauf's solution](#)

**436.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[eriksuenderhauf's solution](#)

**437.**

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[eriksuenderhauf's solution](#)

**438.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,957 global accepts · Rating: 1300 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[eriksuenderhauf's solution](#)

**439.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1300 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[eriksuenderhauf's solution](#)

**440.**

1347D

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

Rating: 1300 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[eriksuenderhauf's solution](#)

**441.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math  
[eriksuenderhauf's solution](#)

**442.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry, greedy, math  
[eriksuenderhauf's solution](#)

**443.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,830 global accepts · Rating: 1300 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[eriksuenderhauf's solution](#)

**444.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation  
[eriksuenderhauf's solution](#)

**445.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation  
[eriksuenderhauf's solution](#)

**446.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: greedy, math  
[eriksuenderhauf's solution](#)

**447.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers  
[eriksuenderhauf's solution](#)

**448.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-08 · last AC: 2019-10-08 · GNU C++11 (first AC) · Tags: greedy, sortings  
[eriksuenderhauf's solution](#)

**449.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**450.**

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: games, greedy, strings  
[eriksuenderhauf's solution](#)

**451.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: math, number theory  
[eriksuenderhauf's solution](#)

**452.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: implementation, math, number theory  
[eriksuenderhauf's solution](#)

**453.**

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, math  
[eriksuenderhauf's solution](#)

**454.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math  
[eriksuenderhauf's solution](#)

**455.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings  
[eriksuenderhauf's solution](#)

**456.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: implementation, strings  
[eriksuenderhauf's solution](#)

**457.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**458.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[eriksuenderhauf's solution](#)

**459.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings  
[eriksuenderhauf's solution](#)

**460.**

1174C

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

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory  
[eriksuenderhauf's solution](#)

**461.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers  
[eriksuenderhauf's solution](#)

**462.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation  
[eriksuenderhauf's solution](#)

**463.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**464.**

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2019-01-02 · GNU C++11 (first AC) · Tags: greedy  
[eriksuenderhauf's solution](#)

**465.**

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: combinatorics, math, strings  
[eriksuenderhauf's solution](#)

**466.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**467.**

1002B1

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

Quality: 488 global accepts · Rating: 1300 · first AC: 2018-08-05 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**468.**

1002A2

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

Quality: 570 global accepts · Rating: 1300 · first AC: 2018-08-02 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**469.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: binary search, math  
[eriksuenderhauf's solution](#)

**470.**

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers  
[eriksuenderhauf's solution](#)

**471.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation  
[eriksuenderhauf's solution](#)

**472.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation, math  
[eriksuenderhauf's solution](#)

**473.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**474.**

124C

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

Rating: 1300 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, number theory, sortings, strings

[eriksuenderhauf's solution](#)

**475.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: math, probabilities

[eriksuenderhauf's solution](#)

**476.**

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[eriksuenderhauf's solution](#)

**477.**

312C

[The Closest Pair](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms

[eriksuenderhauf's solution](#)

**478.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: brute force

[eriksuenderhauf's solution](#)

**479.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**480.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[eriksuenderhauf's solution](#)

**481.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**482.**

136C

[Replacement](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-01-12 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[eriksuenderhauf's solution](#)

**483.**

252C

[Points on Line](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-01-10 · GNU C++11 (first AC) · Tags: binary search, combinatorics, two pointers

[eriksuenderhauf's solution](#)

**484.**

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-01-09 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, trees

[eriksuenderhauf's solution](#)

**485.**

221C

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

Rating: 1300 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: sortings

[eriksuenderhauf's solution](#)

**486.**

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**487.**

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[eriksuenderhauf's solution](#)

**488.**

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[eriksuenderhauf's solution](#)

**489.**

476B

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

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2017-08-12 · Java 8 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[eriksuenderhauf's solution](#)

**490.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,828 global accepts · Rating: 1300 · first AC: 2017-08-12 · Java 8 (first AC) · Tags: binary search, implementation, math, number theory

[eriksuenderhauf's solution](#)

**491.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2017-08-12 · Java 8 (first AC) · Tags: brute force, dp

[eriksuenderhauf's solution](#)

**492.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · Java 8 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**493.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · Java 8 (first AC) · Tags: brute force, dp, strings

[eriksuenderhauf's solution](#)

**494.**

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-11 · Java 8 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**495.**

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2017-04-03 · Java 8 (first AC) · Tags: greedy, two pointers

[eriksuenderhauf's solution](#)

**496.**

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-03-28 · Java 8 (first AC) · Tags: geometry, implementation

[eriksuenderhauf's solution](#)

**497.**

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · Java 8 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**498.**

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · Java 8 (first AC) · Tags: data structures, dp, greedy, sortings

[eriksuenderhauf's solution](#)

**499.**

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · Java 8 (first AC) · Tags: brute force, implementation, math

[eriksuenderhauf's solution](#)

**500.**

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · Java 8 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**501.**

1919C

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

Quality: 28,581 global accepts · Rating: 1400 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[eriksuenderhauf's solution](#)

**502.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[eriksuenderhauf's solution](#)

**503.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[eriksuenderhauf's solution](#)

**504.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[eriksuenderhauf's solution](#)

**505.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math

[eriksuenderhauf's solution](#)

**506.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[eriksuenderhauf's solution](#)

**507.**

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[eriksuenderhauf's solution](#)

**508.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[eriksuenderhauf's solution](#)

**509.**

1748B

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

Quality: 16,781 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[eriksuenderhauf's solution](#)

**510.**

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[eriksuenderhauf's solution](#)

**511.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[eriksuenderhauf's solution](#)

**512.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[eriksuenderhauf's solution](#)

**513.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[eriksuenderhauf's solution](#)

**514.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[eriksuenderhauf's solution](#)

**515.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[eriksuenderhauf's solution](#)

**516.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[eriksuenderhauf's solution](#)

**517.**

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[eriksuenderhauf's solution](#)

**518.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[eriksuenderhauf's solution](#)

**519.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search  
[eriksuenderhauf's solution](#)

**520.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,125 global accepts · Rating: 1400 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[eriksuenderhauf's solution](#)

**521.**

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[eriksuenderhauf's solution](#)

**522.**

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, greedy  
[eriksuenderhauf's solution](#)

**523.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[eriksuenderhauf's solution](#)

**524.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search  
[eriksuenderhauf's solution](#)

**525.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings  
[eriksuenderhauf's solution](#)

**526.**

1320A

[Journey Planning](#) · [Tutorial](#)

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

**527.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**528.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[eriksuenderhauf's solution](#)

**529.**

1284B

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

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

**530.**

1270C

[Make Good](#) · [Tutorial](#)

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

**531.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[eriksuenderhauf's solution](#)

**532.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[eriksuenderhauf's solution](#)

**533.**

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dp, greedy  
[eriksuenderhauf's solution](#)

**534.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**535.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: greedy, strings  
[eriksuenderhauf's solution](#)

**536.**

1215B

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

Quality: 18,350 global accepts · Rating: 1400 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation  
[eriksuenderhauf's solution](#)

**537.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math  
[eriksuenderhauf's solution](#)

**538.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, sortings  
[eriksuenderhauf's solution](#)

**539.**

1195C

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

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

**540.**

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation, two pointers  
[eriksuenderhauf's solution](#)

**541.**

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: binary search, sortings  
[eriksuenderhauf's solution](#)

**542.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math  
[eriksuenderhauf's solution](#)

**543.**

1183D

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

Quality: 20,424 global accepts · Rating: 1400 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: greedy, sortings  
[eriksuenderhauf's solution](#)

**544.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: binary search, math  
[eriksuenderhauf's solution](#)

**545.**

1167C

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

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[eriksuenderhauf's solution](#)

**546.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 1400 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, interactive, math  
[eriksuenderhauf's solution](#)

**547.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**548.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: bitmasks, greedy  
[eriksuenderhauf's solution](#)

**549.**

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: greedy, sortings  
[eriksuenderhauf's solution](#)

**550.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**551.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory  
[eriksuenderhauf's solution](#)

**552.**

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2018-07-22 · GNU C++11 (first AC) · Tags: implementation, math, matrices  
[eriksuenderhauf's solution](#)

**553.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,185 global accepts · Rating: 1400 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths  
[eriksuenderhauf's solution](#)

**554.**

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1400 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: greedy, sortings  
[eriksuenderhauf's solution](#)

**555.**

1001D

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

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-07-14 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**556.**

1001C

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

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-07-14 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**557.**

1001B

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

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-07-14 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**558.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**559.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1400 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math, strings

[eriksuenderhauf's solution](#)

**560.**

415D

[Mashmohk and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-14 · last AC: 2018-06-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[eriksuenderhauf's solution](#)

**561.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2018-05-14 · Python 2 (first AC) · Tags: combinatorics, math

[eriksuenderhauf's solution](#)

**562.**

479B

[Towers](#) · [Tutorial](#)

Quality: 8,429 global accepts · Rating: 1400 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[eriksuenderhauf's solution](#)

**563.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: binary search

[eriksuenderhauf's solution](#)

**564.**

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**565.**

108C

[Dorm Water Supply](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation

[eriksuenderhauf's solution](#)

**566.**

262C

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

Rating: 1400 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[eriksuenderhauf's solution](#)

**567.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[eriksuenderhauf's solution](#)

**568.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[eriksuenderhauf's solution](#)

**569.**

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[eriksuenderhauf's solution](#)

**570.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: dp, greedy  
[eriksuenderhauf's solution](#)

**571.**

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: brute force, games  
[eriksuenderhauf's solution](#)

**572.**

151C

[Win or Freeze](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-01-17 · last AC: 2018-01-17 · GNU C++11 (first AC) · Tags: games, greedy, math, number theory  
[eriksuenderhauf's solution](#)

**573.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
[eriksuenderhauf's solution](#)

**574.**

389C

[Fox and Box Accumulation](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, dp, greedy  
[eriksuenderhauf's solution](#)

**575.**

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,638 global accepts · Rating: 1400 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: combinatorics  
[eriksuenderhauf's solution](#)

**576.**

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**577.**

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**578.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy, sortings  
[eriksuenderhauf's solution](#)

**579.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[eriksuenderhauf's solution](#)

**580.**

489C

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

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[eriksuenderhauf's solution](#)

**581.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2017-08-14 · Java 8 (first AC) · Tags: data structures, implementation  
[eriksuenderhauf's solution](#)

**582.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 1400 · first AC: 2017-06-17 · Java 8 (first AC) · Tags: binary search, data structures, implementation  
[eriksuenderhauf's solution](#)

**583.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-27 · Java 8 (first AC) · Tags: dp, greedy, implementation  
[eriksuenderhauf's solution](#)

**584.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1500 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings  
[eriksuenderhauf's solution](#)

**585.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math  
[eriksuenderhauf's solution](#)

**586.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

**587.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy  
[eriksuenderhauf's solution](#)

**588.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[eriksuenderhauf's solution](#)

**589.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[eriksuenderhauf's solution](#)

**590.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number

theory

[eriksuenderhauf's solution](#)

**591.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 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

[eriksuenderhauf's solution](#)

**592.**

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[eriksuenderhauf's solution](#)

**593.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[eriksuenderhauf's solution](#)

**594.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[eriksuenderhauf's solution](#)

**595.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[eriksuenderhauf's solution](#)

**596.**

1616C

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

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

[eriksuenderhauf's solution](#)

**597.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[eriksuenderhauf's solution](#)

**598.**

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,883 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[eriksuenderhauf's solution](#)

**599.**

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[eriksuenderhauf's solution](#)

**600.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[eriksuenderhauf's solution](#)

**601.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[eriksuenderhauf's solution](#)

**602.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,722 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[eriksuenderhauf's solution](#)

**603.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[eriksuenderhauf's solution](#)

**604.**

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[eriksuenderhauf's solution](#)

**605.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[eriksuenderhauf's solution](#)

**606.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[eriksuenderhauf's solution](#)

**607.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[eriksuenderhauf's solution](#)

**608.**

1368B

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

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[eriksuenderhauf's solution](#)

**609.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[eriksuenderhauf's solution](#)

**610.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, math

[eriksuenderhauf's solution](#)

**611.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[eriksuenderhauf's solution](#)

**612.**

1326D1

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

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

[eriksuenderhauf's solution](#)

**613.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[eriksuenderhauf's solution](#)

**614.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[eriksuenderhauf's solution](#)

**615.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[eriksuenderhauf's solution](#)

**616.**

1299A

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

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

[eriksuenderhauf's solution](#)

**617.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: greedy, math

[eriksuenderhauf's solution](#)

**618.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[eriksuenderhauf's solution](#)

**619.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1500 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[eriksuenderhauf's solution](#)

**620.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[eriksuenderhauf's solution](#)

**621.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[eriksuenderhauf's solution](#)

**622.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[eriksuenderhauf's solution](#)

**623.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[eriksuenderhauf's solution](#)

**624.**

1195D1

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

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

[eriksuenderhauf's solution](#)

**625.**

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[eriksuenderhauf's solution](#)

**626.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,799 global accepts · Rating: 1500 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[eriksuenderhauf's solution](#)

**627.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[eriksuenderhauf's solution](#)

**628.**

1181B

[Split a Number](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**629.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[eriksuenderhauf's solution](#)

**630.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[eriksuenderhauf's solution](#)

**631.**

1106D

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

Quality: 19,657 global accepts · Rating: 1500 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs,

greedy, shortest paths

[eriksuenderhauf's solution](#)

**632.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: data structures, implementation

[eriksuenderhauf's solution](#)

**633.**

1105C

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

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[eriksuenderhauf's solution](#)

**634.**

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**635.**

1101C

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

Quality: 12,035 global accepts · Rating: 1500 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: sortings

[eriksuenderhauf's solution](#)

**636.**

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: greedy, strings

[eriksuenderhauf's solution](#)

**637.**

1062B

[Math](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**638.**

1002A3

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

Quality: 484 global accepts · Rating: 1500 · first AC: 2018-08-03 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**639.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math, sortings

[eriksuenderhauf's solution](#)

**640.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, math

[eriksuenderhauf's solution](#)

**641.**

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[eriksuenderhauf's solution](#)

**642.**

92D

[Queue](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[eriksuenderhauf's solution](#)

**643.**

330D

[Biridian Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, shortest paths

[eriksuenderhauf's solution](#)

**644.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[eriksuenderhauf's solution](#)

**645.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: greedy

[eriksuenderhauf's solution](#)

**646.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: greedy

[eriksuenderhauf's solution](#)

**647.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,859 global accepts · Rating: 1500 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[eriksuenderhauf's solution](#)

**648.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,208 global accepts · Rating: 1500 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: dfs and similar

[eriksuenderhauf's solution](#)

**649.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,639 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[eriksuenderhauf's solution](#)

**650.**

357C

[Knight Tournament](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

**651.**

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, shortest paths

[eriksuenderhauf's solution](#)

**652.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: dfs and similar

[eriksuenderhauf's solution](#)

**653.**

92C

[Newspaper Headline](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[eriksuenderhauf's solution](#)

**654.**

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[eriksuenderhauf's solution](#)

**655.**

330C

[Purification](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: matrices

[eriksuenderhauf's solution](#)

**656.**

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[eriksuenderhauf's solution](#)

**657.**

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[eriksuenderhauf's solution](#)

**658.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[eriksuenderhauf's solution](#)

**659.**

355C

[Vasya and Robot](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: brute force, dp

[eriksuenderhauf's solution](#)

**660.**

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[eriksuenderhauf's solution](#)

**661.**

415C

[Mashmikh and Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[eriksuenderhauf's solution](#)

**662.**

137C

[History](#) · [Tutorial](#)

Quality: 7,815 global accepts · Rating: 1500 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: sortings

[eriksuenderhauf's solution](#)

**663.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[eriksuenderhauf's solution](#)

**664.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[eriksuenderhauf's solution](#)

**665.**

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

**666.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: brute force, dp  
[eriksuenderhauf's solution](#)

**667.**

876D

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

Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, trees, two pointers  
[eriksuenderhauf's solution](#)

**668.**

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: dp, number theory  
[eriksuenderhauf's solution](#)

**669.**

205D

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

Rating: 1500 · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: binary search, brute force, sortings  
[eriksuenderhauf's solution](#)

**670.**

205C

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

Rating: 1500 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, dp, math  
[eriksuenderhauf's solution](#)

**671.**

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: brute force, dp  
[eriksuenderhauf's solution](#)

**672.**

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · Java 8 (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**673.**

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-08-30 · Java 8 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**674.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,555 global accepts · Rating: 1500 · first AC: 2017-08-29 · Java 8 (first AC) · Tags: data structures, greedy, implementation, sortings  
[eriksuenderhauf's solution](#)

**675.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2017-08-12 · Java 8 (first AC) · Tags: brute force, greedy, implementation, math

[eriksuenderhauf's solution](#)

**676.**

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-03-19 · Java 8 (first AC) · Tags: brute force, dp, implementation

[eriksuenderhauf's solution](#)

**677.**

791B

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

Rating: 1500 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs

[eriksuenderhauf's solution](#)

**678.**

791C

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[eriksuenderhauf's solution](#)

**679.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[eriksuenderhauf's solution](#)

**680.**

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[eriksuenderhauf's solution](#)

**681.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[eriksuenderhauf's solution](#)

**682.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[eriksuenderhauf's solution](#)

**683.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,009 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[eriksuenderhauf's solution](#)

**684.**

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[eriksuenderhauf's solution](#)

**685.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[eriksuenderhauf's solution](#)

**686.**

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[eriksuenderhauf's solution](#)

**687.**

1530D

[Secret Santa · Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[eriksuenderhauf's solution](#)

**688.**

1523C

[Compression and Expansion · Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[eriksuenderhauf's solution](#)

**689.**

1503A

[Balance the Bits · Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[eriksuenderhauf's solution](#)

**690.**

1483A

[Basic Diplomacy · Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[eriksuenderhauf's solution](#)

**691.**

1437D

[Minimal Height Tree · Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[eriksuenderhauf's solution](#)

**692.**

1423K

[Lonely Numbers · Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, math, number theory, two pointers

[eriksuenderhauf's solution](#)

**693.**

1396A

[Multiples of Length · Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[eriksuenderhauf's solution](#)

**694.**

1398C

[Good Subarrays · Tutorial](#)

Quality: 36,611 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[eriksuenderhauf's solution](#)

**695.**

1389B

[Array Walk · Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[eriksuenderhauf's solution](#)

**696.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: games, trees  
[eriksuenderhauf's solution](#)

**697.**

1346D

[Constructing the Dungeon](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, graphs, greedy  
[eriksuenderhauf's solution](#)

**698.**

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, greedy, sortings  
[eriksuenderhauf's solution](#)

**699.**

1347E

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

Rating: 1600 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: \*special, constructive algorithms  
[eriksuenderhauf's solution](#)

**700.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: data structures, math, number theory  
[eriksuenderhauf's solution](#)

**701.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math, number theory, sortings  
[eriksuenderhauf's solution](#)

**702.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: math, number theory  
[eriksuenderhauf's solution](#)

**703.**

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[eriksuenderhauf's solution](#)

**704.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms  
[eriksuenderhauf's solution](#)

**705.**

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[eriksuenderhauf's solution](#)

**706.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[eriksuenderhauf's solution](#)

**707.**

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[eriksuenderhauf's solution](#)

**708.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[eriksuenderhauf's solution](#)

**709.**

1290A

[Mind Control](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**710.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[eriksuenderhauf's solution](#)

**711.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: combinatorics, dp

[eriksuenderhauf's solution](#)

**712.**

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[eriksuenderhauf's solution](#)

**713.**

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[eriksuenderhauf's solution](#)

**714.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: greedy, two pointers

[eriksuenderhauf's solution](#)

**715.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: dp, greedy, math

[eriksuenderhauf's solution](#)

**716.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: greedy, math

[eriksuenderhauf's solution](#)

**717.**

1198B

[Welfare State](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**718.**

1198A

[MP3](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**719.**

1184D1

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

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**720.**

1184C1

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

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**721.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees

[eriksuenderhauf's solution](#)

**722.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[eriksuenderhauf's solution](#)

**723.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[eriksuenderhauf's solution](#)

**724.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[eriksuenderhauf's solution](#)

**725.**

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: greedy

[eriksuenderhauf's solution](#)

**726.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[eriksuenderhauf's solution](#)

**727.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[eriksuenderhauf's solution](#)

**728.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: dp, implementation

[eriksuenderhauf's solution](#)

**729.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2019-01-19 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**730.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[eriksuenderhauf's solution](#)

**731.**

1096C

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

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: brute force, geometry

[eriksuenderhauf's solution](#)

**732.**

1062C

[Banh-mi](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**733.**

1041C

[Coffee Break](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**734.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[eriksuenderhauf's solution](#)

**735.**

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2018-08-06 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**736.**

1002B2

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

Quality: 455 global accepts · Rating: 1600 · first AC: 2018-08-06 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**737.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[eriksuenderhauf's solution](#)

**738.**

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-07-14 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**739.**

32D

[Constellation](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 1600 · first AC: 2018-07-08 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**740.**

234D

[Cinema](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1600 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**741.**

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings  
[eriksuenderhauf's solution](#)

**742.**

408D

[Long Path](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

**743.**

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: brute force, geometry  
[eriksuenderhauf's solution](#)

**744.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, trees  
[eriksuenderhauf's solution](#)

**745.**

454C

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities  
[eriksuenderhauf's solution](#)

**746.**

373C

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers  
[eriksuenderhauf's solution](#)

**747.**

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: implementation, strings  
[eriksuenderhauf's solution](#)

**748.**

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**749.**

114C

[Grammar Lessons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**750.**

320C

[Malek Dance Club](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**751.**

155C

[Hometask](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: dp, greedy

[eriksuenderhauf's solution](#)

**752.**

430D

[Working out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: brute force, dp

[eriksuenderhauf's solution](#)

**753.**

376C

[Divisible by Seven](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: math, number theory

[eriksuenderhauf's solution](#)

**754.**

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: dp, math, number theory

[eriksuenderhauf's solution](#)

**755.**

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: geometry, math

[eriksuenderhauf's solution](#)

**756.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[eriksuenderhauf's solution](#)

**757.**

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2018-03-31 · GNU C++11 (first AC) · Tags: data structures, hashing

[eriksuenderhauf's solution](#)

**758.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[eriksuenderhauf's solution](#)

**759.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: data structures, dsu

[eriksuenderhauf's solution](#)

**760.**

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[eriksuenderhauf's solution](#)

**761.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: geometry

[eriksuenderhauf's solution](#)

**762.**

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: binary search, two pointers

[eriksuenderhauf's solution](#)

**763.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: brute force, number theory

[eriksuenderhauf's solution](#)

**764.**

764C

[Timofey and a tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-01-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[eriksuenderhauf's solution](#)

**765.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 1600 · first AC: 2018-01-24 · GNU C++11 (first AC) · Tags: binary search, number theory

[eriksuenderhauf's solution](#)

**766.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · last AC: 2018-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[eriksuenderhauf's solution](#)

**767.**

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2018-01-12 · GNU C++11 (first AC) · Tags: binary search, greedy, math, matrices, number theory

[eriksuenderhauf's solution](#)

**768.**

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,951 global accepts · Rating: 1600 · first AC: 2018-01-10 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**769.**

344C

[Rational Resistance](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-01-10 · GNU C++11 (first AC) · Tags: math, number theory

[eriksuenderhauf's solution](#)

**770.**

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-01-10 · GNU C++11 (first AC) · Tags: greedy, number theory

[eriksuenderhauf's solution](#)

**771.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2018-01-07 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[eriksuenderhauf's solution](#)

**772.**

284C

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

Rating: 1600 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp  
[eriksuenderhauf's solution](#)

**773.**

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**774.**

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: dfs and similar  
[eriksuenderhauf's solution](#)

**775.**

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[eriksuenderhauf's solution](#)

**776.**

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: constructive algorithms  
[eriksuenderhauf's solution](#)

**777.**

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graph matchings  
[eriksuenderhauf's solution](#)

**778.**

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-14 · GNU C++11 (first AC) · Tags: dp, implementation, sortings  
[eriksuenderhauf's solution](#)

**779.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: dp, implementation, trees  
[eriksuenderhauf's solution](#)

**780.**

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: brute force, dp, greedy  
[eriksuenderhauf's solution](#)

**781.**

365C

[Matrix](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, matrices  
[eriksuenderhauf's solution](#)

**782.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,505 global accepts · Rating: 1600 · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: binary search, brute force  
[eriksuenderhauf's solution](#)

**783.**

244C

[The Brand New Function](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-06 · Java 8 (first AC) · Tags: bitmasks, divide and conquer, math

[eriksuenderhauf's solution](#)

**784.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2017-09-04 · Java 8 (first AC) · Tags: brute force, dfs and similar, graphs

[eriksuenderhauf's solution](#)

**785.**

447C

[DZY Loves Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · Java 8 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**786.**

369C

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

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2017-08-25 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[eriksuenderhauf's solution](#)

**787.**

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · Java 8 (first AC) · Tags: implementation, strings

[eriksuenderhauf's solution](#)

**788.**

825C

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

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-24 · Java 8 (first AC) · Tags: greedy, implementation

[eriksuenderhauf's solution](#)

**789.**

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-24 · Java 8 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**790.**

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-03 · Java 8 (first AC) · Tags: data structures, dp, two pointers

[eriksuenderhauf's solution](#)

**791.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-09 · Java 8 (first AC) · Tags: binary search, ternary search

[eriksuenderhauf's solution](#)

**792.**

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · Java 8 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[eriksuenderhauf's solution](#)

**793.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[eriksuenderhauf's solution](#)

**794.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · Java 8 (first AC) · Tags: binary search, greedy, math

[eriksuenderhauf's solution](#)

**795.**

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-17 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory

[eriksuenderhauf's solution](#)

**796.**

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

[eriksuenderhauf's solution](#)

**797.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[eriksuenderhauf's solution](#)

**798.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[eriksuenderhauf's solution](#)

**799.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[eriksuenderhauf's solution](#)

**800.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[eriksuenderhauf's solution](#)

**801.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[eriksuenderhauf's solution](#)

**802.**

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[eriksuenderhauf's solution](#)

**803.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[eriksuenderhauf's solution](#)

**804.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[eriksuenderhauf's solution](#)

**805.**

1792D

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

Quality: 8,040 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

[eriksuenderhauf's solution](#)

**806.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[eriksuenderhauf's solution](#)

**807.**

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[eriksuenderhauf's solution](#)

**808.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[eriksuenderhauf's solution](#)

**809.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[eriksuenderhauf's solution](#)

**810.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[eriksuenderhauf's solution](#)

**811.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[eriksuenderhauf's solution](#)

**812.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[eriksuenderhauf's solution](#)

**813.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[eriksuenderhauf's solution](#)

**814.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[eriksuenderhauf's solution](#)

**815.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[eriksuenderhauf's solution](#)

**816.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths  
[eriksuenderhauf's solution](#)

**817.**

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings  
[eriksuenderhauf's solution](#)

**818.**

1346E

[Magic Tricks](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 1700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, dp, graphs  
[eriksuenderhauf's solution](#)

**819.**

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy  
[eriksuenderhauf's solution](#)

**820.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · last AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers  
[eriksuenderhauf's solution](#)

**821.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers  
[eriksuenderhauf's solution](#)

**822.**

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math  
[eriksuenderhauf's solution](#)

**823.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math  
[eriksuenderhauf's solution](#)

**824.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: combinatorics, math  
[eriksuenderhauf's solution](#)

**825.**

1320B

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

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

**826.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings  
[eriksuenderhauf's solution](#)

**827.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings  
[eriksuenderhauf's solution](#)

**828.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings  
[eriksuenderhauf's solution](#)

**829.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities  
[eriksuenderhauf's solution](#)

**830.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[eriksuenderhauf's solution](#)

**831.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation  
[eriksuenderhauf's solution](#)

**832.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-04 · GNU C++11 (first AC) · Tags: greedy  
[eriksuenderhauf's solution](#)

**833.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[eriksuenderhauf's solution](#)

**834.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[eriksuenderhauf's solution](#)

**835.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy  
[eriksuenderhauf's solution](#)

**836.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy  
[eriksuenderhauf's solution](#)

**837.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: geometry, math  
[eriksuenderhauf's solution](#)

**838.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: games, greedy, math  
[eriksuenderhauf's solution](#)

**839.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[eriksuenderhauf's solution](#)

**840.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force  
[eriksuenderhauf's solution](#)

**841.**

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths  
[eriksuenderhauf's solution](#)

**842.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: games, math  
[eriksuenderhauf's solution](#)

**843.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,571 global accepts · Rating: 1700 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees  
[eriksuenderhauf's solution](#)

**844.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: implementation, math  
[eriksuenderhauf's solution](#)

**845.**

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math  
[eriksuenderhauf's solution](#)

**846.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[eriksuenderhauf's solution](#)

**847.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: binary search, greedy  
[eriksuenderhauf's solution](#)

**848.**

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: brute force, math  
[eriksuenderhauf's solution](#)

**849.**

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: brute force  
[eriksuenderhauf's solution](#)

**850.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu  
[eriksuenderhauf's solution](#)

**851.**

1102E

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

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: combinatorics, sortings  
[eriksuenderhauf's solution](#)

**852.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2019-01-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[eriksuenderhauf's solution](#)

**853.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[eriksuenderhauf's solution](#)

**854.**

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, graphs, greedy, shortest paths  
[eriksuenderhauf's solution](#)

**855.**

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[eriksuenderhauf's solution](#)

**856.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers  
[eriksuenderhauf's solution](#)

**857.**

1002C1

[Distinguish zero state and plus state with minimum error](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 1700 · first AC: 2018-08-11 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**858.**

1002B4

[Distinguish four 2-qubit states - 2](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 1700 · first AC: 2018-08-09 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**859.**

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**860.**

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[eriksuenderhauf's solution](#)

**861.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[eriksuenderhauf's solution](#)

**862.**

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: sortings

[eriksuenderhauf's solution](#)

**863.**

192D

[Demonstration](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[eriksuenderhauf's solution](#)

**864.**

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[eriksuenderhauf's solution](#)

**865.**

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: dp, greedy

[eriksuenderhauf's solution](#)

**866.**

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**867.**

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[eriksuenderhauf's solution](#)

**868.**

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: geometry, implementation, math  
[eriksuenderhauf's solution](#)

**869.**

230D

[Planets](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: binary search, graphs, shortest paths  
[eriksuenderhauf's solution](#)

**870.**

1000C

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

Quality: 8,438 global accepts · Rating: 1700 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings  
[eriksuenderhauf's solution](#)

**871.**

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs  
[eriksuenderhauf's solution](#)

**872.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1700 · first AC: 2018-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math  
[eriksuenderhauf's solution](#)

**873.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2018-06-13 · GNU C++11 (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

**874.**

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory  
[eriksuenderhauf's solution](#)

**875.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math  
[eriksuenderhauf's solution](#)

**876.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: dp, implementation  
[eriksuenderhauf's solution](#)

**877.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, implementation, math  
[eriksuenderhauf's solution](#)

**878.**

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation  
[eriksuenderhauf's solution](#)

**879.**

98A

[Help Victoria the Wise](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 1700 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: brute force, implementation  
[eriksuenderhauf's solution](#)

**880.**

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**881.**

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[eriksuenderhauf's solution](#)

**882.**

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 1700 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: implementation  
[eriksuenderhauf's solution](#)

**883.**

194C

[Cutting Figure](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, matrices, strings  
[eriksuenderhauf's solution](#)

**884.**

214C

[Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-11 · GNU C++11 (first AC) · Tags: brute force, greedy  
[eriksuenderhauf's solution](#)

**885.**

224C

[Bracket Sequence](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: data structures  
[eriksuenderhauf's solution](#)

**886.**

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, implementation  
[eriksuenderhauf's solution](#)

**887.**

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math  
[eriksuenderhauf's solution](#)

**888.**

199C

[About Bacteria](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**889.**

284D

[Cow Program](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[eriksuenderhauf's solution](#)

**890.**

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2018-03-31 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[eriksuenderhauf's solution](#)

**891.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**892.**

950D

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

Rating: 1700 · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[eriksuenderhauf's solution](#)

**893.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: implementation, math

[eriksuenderhauf's solution](#)

**894.**

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**895.**

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[eriksuenderhauf's solution](#)

**896.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: dp, greedy

[eriksuenderhauf's solution](#)

**897.**

465C

[No to Palindromes!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-01-10 · GNU C++11 (first AC) · Tags: brute force

[eriksuenderhauf's solution](#)

**898.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[eriksuenderhauf's solution](#)

**899.**

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[eriksuenderhauf's solution](#)

**900.**

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation, sortings  
[eriksuenderhauf's solution](#)

**901.**

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings  
[eriksuenderhauf's solution](#)

**902.**

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[eriksuenderhauf's solution](#)

**903.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[eriksuenderhauf's solution](#)

**904.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees  
[eriksuenderhauf's solution](#)

**905.**

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 1700 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: binary search, sortings, ternary search, two pointers  
[eriksuenderhauf's solution](#)

**906.**

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy  
[eriksuenderhauf's solution](#)

**907.**

560D

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

Rating: 1700 · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: hashing, implementation, strings  
[eriksuenderhauf's solution](#)

**908.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory  
[eriksuenderhauf's solution](#)

**909.**

127D

[Password](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: hashing, strings  
[eriksuenderhauf's solution](#)

**910.**

322C

[Ciel and Robot](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[eriksuenderhauf's solution](#)

**911.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: data structures, trees

[eriksuenderhauf's solution](#)

**912.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: dp, matrices

[eriksuenderhauf's solution](#)

**913.**

339C

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

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[eriksuenderhauf's solution](#)

**914.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,478 global accepts · Rating: 1700 · first AC: 2017-09-07 · Java 8 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**915.**

270D

[Greenhouse Effect](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-06 · Java 8 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**916.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2017-09-02 · Java 8 (first AC) · Tags: data structures, dp, greedy, implementation

[eriksuenderhauf's solution](#)

**917.**

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-08-29 · Java 8 (first AC) · Tags: dp, graphs

[eriksuenderhauf's solution](#)

**918.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,903 global accepts · Rating: 1700 · first AC: 2017-08-25 · Java 8 (first AC) · Tags: dfs and similar, graphs, two pointers

[eriksuenderhauf's solution](#)

**919.**

834C

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

Rating: 1700 · first AC: 2017-07-30 · Java 8 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**920.**

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-24 · Java 8 (first AC) · Tags: brute force, constructive algorithms

[eriksuenderhauf's solution](#)

**921.**

828C

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

Rating: 1700 · first AC: 2017-07-11 · Java 8 (first AC) · Tags: data structures, sortings, strings

[eriksuenderhauf's solution](#)

**922.**

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-17 · Java 8 (first AC) · Tags: brute force, greedy, implementation

[eriksuenderhauf's solution](#)

**923.**

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,143 global accepts · Rating: 1700 · first AC: 2017-06-05 · Java 8 (first AC) · Tags: dfs and similar, graphs

[eriksuenderhauf's solution](#)

**924.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · Java 8 (first AC) · Tags: dp, greedy, number theory

[eriksuenderhauf's solution](#)

**925.**

789B

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Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-04-03 · Java 8 (first AC) · Tags: brute force, implementation, math

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**926.**

779D

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Rating: 1700 · first AC: 2017-02-26 · Java 8 (first AC) · Tags: binary search, strings

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**927.**

778A

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Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · Java 8 (first AC) · Tags: binary search, greedy, strings

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**928.**

1912K

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Quality: 4,201 global accepts · Rating: 1800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

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**929.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

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**930.**

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

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**931.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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**932.**

1805D

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Quality: 9,003 global accepts · Rating: 1800 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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**933.**

1809D

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Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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**934.**

1758D

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Quality: 8,475 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

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**935.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

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**936.**

1721D

[Maximum AND](#) · [Tutorial](#)

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**937.**

1637D

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**938.**

1586D

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Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

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**939.**

1556D

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Quality: 8,595 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[eriksuenderhauf's solution](#)

**940.**

1556C

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**941.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

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**942.**

1488B

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**943.**

1477A

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**944.**

1446B

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**945.**

1437C

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**946.**

1396B

[Stoned Game](#) · [Tutorial](#)

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**947.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

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**948.**

1398D

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**949.**

1394A

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**950.**

1338B

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

[eriksuenderhauf's solution](#)

**951.**

1334D

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[eriksuenderhauf's solution](#)

**952.**

1329A

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Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**953.**

1327E

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[eriksuenderhauf's solution](#)

**954.**

1326D2

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**955.**

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search

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**956.**

1304D

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**957.**

1299B

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**958.**

1290B

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

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**959.**

1295D

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Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

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**960.**

1286A

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**961.**

1286B

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Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

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1267J

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math

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**963.**

1267L

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**964.**

1261B2

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

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**965.**

1254B1

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**966.**

1250B

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**967.**

1221D

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**968.**

1208C

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**969.**

1207D

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**970.**

1195D2

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**971.**

1190B

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**972.**

1176D

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**973.**

1187C

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**974.**

1186C

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**975.**

1179B

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Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms

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**976.**

1172A

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**977.**

1148D

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**978.**

1109B

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Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings

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**979.**

1107D

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**980.**

1096D

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**981.**

1062D

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Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, math

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**982.**

1042D

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**983.**

1010C

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**984.**

1010B

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Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, interactive

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**985.**

492D

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**986.**

527D

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**987.**

69E

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**988.**

402D

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**989.**

255D

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**990.**

88D

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**991.**

239D

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**992.**

186D

[Mushroom Scientists](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[eriksuenderhauf's solution](#)

**993.**

84D

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**994.**

252D

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Rating: 1800 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation

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**995.**

168D

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Rating: 1800 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: dp, math, probabilities

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**996.**

146D

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Rating: 1800 · first AC: 2018-07-05 · last AC: 2018-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

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**997.**

143D

[Help General](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: graph matchings, greedy, math

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**998.**

77B

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**999.**

334D

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Rating: 1800 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

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**1000.**

352C

[Jeff and Rounding](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

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**1001.**

983B

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Quality: 6,308 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

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**1002.**

979B

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Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: greedy

[eriksuenderhauf's solution](#)

**1003.**

433C

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Quality: 2,619 global accepts · Rating: 1800 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: implementation, math, sortings

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**1004.**

544C

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Rating: 1800 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: dp

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**1005.**

948D

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

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**1006.**

221D

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

Rating: 1800 · first AC: 2018-05-04 · GNU C++11 (first AC) · Tags: data structures

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**1007.**

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: brute force

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**1008.**

222C

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Quality: 2,926 global accepts · Rating: 1800 · first AC: 2018-04-11 · GNU C++11 (first AC) · Tags: implementation, math, number theory, sortings

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**1009.**

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: greedy

[eriksuenderhauf's solution](#)

**1010.**

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: brute force, geometry, math

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**1011.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-20 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1012.**

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[eriksuenderhauf's solution](#)

**1013.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

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**1014.**

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

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**1015.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[eriksuenderhauf's solution](#)

**1016.**

934C

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

Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[eriksuenderhauf's solution](#)

**1017.**

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math

[eriksuenderhauf's solution](#)

**1018.**

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[eriksuenderhauf's solution](#)

**1019.**

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-22 · GNU C++11 (first AC) · Tags: binary search, math

[eriksuenderhauf's solution](#)

**1020.**

488C

[Fight the Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-21 · GNU C++11 (first AC) · Tags: brute force, implementation

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**1021.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

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**1022.**

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2018-01-11 · GNU C++11 (first AC) · Tags: brute force, combinatorics

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**1023.**

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

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**1024.**

869C

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Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

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**1025.**

148D

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Quality: 8,908 global accepts · Rating: 1800 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[eriksuenderhauf's solution](#)

**1026.**

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[eriksuenderhauf's solution](#)

**1027.**

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[eriksuenderhauf's solution](#)

**1028.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force

[eriksuenderhauf's solution](#)

**1029.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,810 global accepts · Rating: 1800 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings

[eriksuenderhauf's solution](#)

**1030.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[eriksuenderhauf's solution](#)

**1031.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[eriksuenderhauf's solution](#)

**1032.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: data structures, strings

[eriksuenderhauf's solution](#)

**1033.**

443D

[Andrey and Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: dp, greedy, math, probabilities, sortings

[eriksuenderhauf's solution](#)

**1034.**

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2017-09-07 · Java 8 (first AC) · Tags: dp, greedy

[eriksuenderhauf's solution](#)

**1035.**

483D

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

Rating: 1800 · first AC: 2017-09-05 · Java 8 (first AC) · Tags: constructive algorithms, data structures

[eriksuenderhauf's solution](#)

**1036.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2017-09-05 · Java 8 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[eriksuenderhauf's solution](#)

**1037.**

275D

[Zero Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-04 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[eriksuenderhauf's solution](#)

**1038.**

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2017-08-30 · Java 8 (first AC) · Tags: binary search, greedy

[eriksuenderhauf's solution](#)

**1039.**

478C

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

Quality: 20,593 global accepts · Rating: 1800 · first AC: 2017-08-14 · Java 8 (first AC) · Tags: greedy

[eriksuenderhauf's solution](#)

**1040.**

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-08-12 · Java 8 (first AC) · Tags: brute force, math

[eriksuenderhauf's solution](#)

**1041.**

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-24 · Java 8 (first AC) · Tags: binary search, brute force, dp, greedy

[eriksuenderhauf's solution](#)

**1042.**

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2017-03-19 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[eriksuenderhauf's solution](#)

**1043.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: brute force, dp, implementation, sortings

[eriksuenderhauf's solution](#)

**1044.**

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-02-26 · Java 8 (first AC) · Tags: data structures, expression parsing, greedy

[eriksuenderhauf's solution](#)

**1045.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · Java 8 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[eriksuenderhauf's solution](#)

**1046.**

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**1047.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[eriksuenderhauf's solution](#)

**1048.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[eriksuenderhauf's solution](#)

**1049.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[eriksuenderhauf's solution](#)

### 1050.

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

[eriksuenderhauf's solution](#)

### 1051.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[eriksuenderhauf's solution](#)

### 1052.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[eriksuenderhauf's solution](#)

### 1053.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[eriksuenderhauf's solution](#)

### 1054.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[eriksuenderhauf's solution](#)

### 1055.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[eriksuenderhauf's solution](#)

### 1056.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[eriksuenderhauf's solution](#)

### 1057.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[eriksuenderhauf's solution](#)

### 1058.

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

[eriksuenderhauf's solution](#)

### 1059.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 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  
[eriksuenderhauf's solution](#)

### 1060.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math  
[eriksuenderhauf's solution](#)

### 1061.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers  
[eriksuenderhauf's solution](#)

### 1062.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers  
[eriksuenderhauf's solution](#)

### 1063.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[eriksuenderhauf's solution](#)

### 1064.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation  
[eriksuenderhauf's solution](#)

### 1065.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy  
[eriksuenderhauf's solution](#)

### 1066.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, brute force, math  
[eriksuenderhauf's solution](#)

### 1067.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[eriksuenderhauf's solution](#)

### 1068.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[eriksuenderhauf's solution](#)

### 1069.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two

pointers

[eriksuenderhauf's solution](#)

**1070.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[eriksuenderhauf's solution](#)

**1071.**

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[eriksuenderhauf's solution](#)

**1072.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[eriksuenderhauf's solution](#)

**1073.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[eriksuenderhauf's solution](#)

**1074.**

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[eriksuenderhauf's solution](#)

**1075.**

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[eriksuenderhauf's solution](#)

**1076.**

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[eriksuenderhauf's solution](#)

**1077.**

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[eriksuenderhauf's solution](#)

**1078.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[eriksuenderhauf's solution](#)

**1079.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and

similar, graphs, greedy, shortest paths, sortings

[eriksuenderhauf's solution](#)

**1080.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[eriksuenderhauf's solution](#)

**1081.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[eriksuenderhauf's solution](#)

**1082.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[eriksuenderhauf's solution](#)

**1083.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[eriksuenderhauf's solution](#)

**1084.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[eriksuenderhauf's solution](#)

**1085.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[eriksuenderhauf's solution](#)

**1086.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[eriksuenderhauf's solution](#)

**1087.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, strings

[eriksuenderhauf's solution](#)

**1088.**

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[eriksuenderhauf's solution](#)

**1089.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[eriksuenderhauf's solution](#)

**1090.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing  
[eriksuenderhauf's solution](#)

**1091.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation  
[eriksuenderhauf's solution](#)

**1092.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math  
[eriksuenderhauf's solution](#)

**1093.**

1202D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings  
[eriksuenderhauf's solution](#)

**1094.**

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[eriksuenderhauf's solution](#)

**1095.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[eriksuenderhauf's solution](#)

**1096.**

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: graphs, trees  
[eriksuenderhauf's solution](#)

**1097.**

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2019-06-27 · last AC: 2019-06-27 · GNU C++11 (first AC) · Tags: dp, strings  
[eriksuenderhauf's solution](#)

**1098.**

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, implementation  
[eriksuenderhauf's solution](#)

**1099.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: greedy, sortings  
[eriksuenderhauf's solution](#)

**1100.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[eriksuenderhauf's solution](#)

### 1101.

1174D

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

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms  
[eriksuenderhauf's solution](#)

### 1102.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: brute force, two pointers  
[eriksuenderhauf's solution](#)

### 1103.

1077F1

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

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

### 1104.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing  
[eriksuenderhauf's solution](#)

### 1105.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings  
[eriksuenderhauf's solution](#)

### 1106.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-05 · last AC: 2019-05-05 · GNU C++11 (first AC) · Tags: hashing, implementation, strings  
[eriksuenderhauf's solution](#)

### 1107.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2019-03-07 · last AC: 2019-03-07 · GNU C++11 (first AC) · Tags: data structures  
[eriksuenderhauf's solution](#)

### 1108.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

### 1109.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy  
[eriksuenderhauf's solution](#)

### 1110.

1002A4

[Generate W state](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 1900 · first AC: 2018-08-04 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**1111.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[eriksuenderhauf's solution](#)

**1112.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1113.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, two pointers

[eriksuenderhauf's solution](#)

**1114.**

136E

[Zero-One](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy

[eriksuenderhauf's solution](#)

**1115.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities

[eriksuenderhauf's solution](#)

**1116.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: combinatorics, dp

[eriksuenderhauf's solution](#)

**1117.**

94D

[End of Exams](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: greedy, math

[eriksuenderhauf's solution](#)

**1118.**

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[eriksuenderhauf's solution](#)

**1119.**

104D

[Russian Roulette](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**1120.**

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: dsu, sortings

[eriksuenderhauf's solution](#)

**1121.**

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2018-07-09 · last AC: 2018-07-09 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1122.**

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2018-07-07 · GNU C++11 (first AC) · Tags: geometry, math, sortings  
[eriksuenderhauf's solution](#)

**1123.**

214D

[Numbers](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[eriksuenderhauf's solution](#)

**1124.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp  
[eriksuenderhauf's solution](#)

**1125.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[eriksuenderhauf's solution](#)

**1126.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees  
[eriksuenderhauf's solution](#)

**1127.**

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: binary search  
[eriksuenderhauf's solution](#)

**1128.**

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation  
[eriksuenderhauf's solution](#)

**1129.**

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2018-05-04 · GNU C++11 (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

**1130.**

389D

[Fox and Minimal path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths  
[eriksuenderhauf's solution](#)

**1131.**

322D

[Ciel and Duel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-05-02 · GNU C++11 (first AC) · Tags: dp, flows, greedy, two pointers  
[eriksuenderhauf's solution](#)

**1132.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, two pointers  
[eriksuenderhauf's solution](#)

**1133.**

740D

[Alyona and a tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-04-11 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs  
[eriksuenderhauf's solution](#)

**1134.**

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: math, number theory  
[eriksuenderhauf's solution](#)

**1135.**

294C

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

Quality: 4,355 global accepts · Rating: 1900 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: combinatorics, number theory  
[eriksuenderhauf's solution](#)

**1136.**

344E

[Read Time](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: binary search, two pointers  
[eriksuenderhauf's solution](#)

**1137.**

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, trees  
[eriksuenderhauf's solution](#)

**1138.**

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation  
[eriksuenderhauf's solution](#)

**1139.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures  
[eriksuenderhauf's solution](#)

**1140.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math  
[eriksuenderhauf's solution](#)

**1141.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[eriksuenderhauf's solution](#)

**1142.**

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2018-01-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers  
[eriksuenderhauf's solution](#)

**1143.**

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: dp, sortings

[eriksuenderhauf's solution](#)

**1144.**

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: dp, games, strings

[eriksuenderhauf's solution](#)

**1145.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1146.**

368D

[Sereja ans Anagrams](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: data structures, two pointers

[eriksuenderhauf's solution](#)

**1147.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,792 global accepts · Rating: 1900 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy

[eriksuenderhauf's solution](#)

**1148.**

459C

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

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[eriksuenderhauf's solution](#)

**1149.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: data structures, trees

[eriksuenderhauf's solution](#)

**1150.**

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[eriksuenderhauf's solution](#)

**1151.**

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, trees

[eriksuenderhauf's solution](#)

**1152.**

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,184 global accepts · Rating: 1900 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation

[eriksuenderhauf's solution](#)

**1153.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[eriksuenderhauf's solution](#)

**1154.**

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[eriksuenderhauf's solution](#)

### 1155.

112D

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

Rating: 1900 · first AC: 2017-09-09 · GNU C++11 (first AC) · Tags: implementation, number theory

[eriksuenderhauf's solution](#)

### 1156.

373D

[Counting Rectangles is Fun](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-08-28 · Java 8 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

### 1157.

320D

[Psychos in a Line](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-08-25 · Java 8 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

### 1158.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2017-08-25 · Java 8 (first AC) · Tags: data structures, implementation

[eriksuenderhauf's solution](#)

### 1159.

832D

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2017-07-24 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[eriksuenderhauf's solution](#)

### 1160.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-28 · Java 8 (first AC) · Tags: bitmasks, trees

[eriksuenderhauf's solution](#)

### 1161.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[eriksuenderhauf's solution](#)

### 1162.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[eriksuenderhauf's solution](#)

### 1163.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[eriksuenderhauf's solution](#)

### 1164.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[eriksuenderhauf's solution](#)

**1165.**

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[eriksuenderhauf's solution](#)

**1166.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities  
[eriksuenderhauf's solution](#)

**1167.**

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  
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**1168.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings  
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**1169.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[eriksuenderhauf's solution](#)

**1170.**

1616D

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

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

**1171.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation  
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**1172.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[eriksuenderhauf's solution](#)

**1173.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[eriksuenderhauf's solution](#)

**1174.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers  
[eriksuenderhauf's solution](#)

**1175.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[eriksuenderhauf's solution](#)

**1176.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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**1177.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

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**1178.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math

[eriksuenderhauf's solution](#)

**1179.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,347 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[eriksuenderhauf's solution](#)

**1180.**

1359D

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

Quality: 10,732 global accepts · Rating: 2000 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[eriksuenderhauf's solution](#)

**1181.**

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[eriksuenderhauf's solution](#)

**1182.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[eriksuenderhauf's solution](#)

**1183.**

1346F

[Dune II: Battle For Arrakis](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, greedy, math

[eriksuenderhauf's solution](#)

**1184.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[eriksuenderhauf's solution](#)

**1185.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[eriksuenderhauf's solution](#)

**1186.**

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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**1187.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

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**1188.**

1320C

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

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

[eriksuenderhauf's solution](#)

**1189.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[eriksuenderhauf's solution](#)

**1190.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[eriksuenderhauf's solution](#)

**1191.**

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: data structures

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**1192.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[eriksuenderhauf's solution](#)

**1193.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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**1194.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[eriksuenderhauf's solution](#)

**1195.**

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[eriksuenderhauf's solution](#)

**1196.**

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[eriksuenderhauf's solution](#)

**1197.**

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-24 · last AC: 2019-09-25 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[eriksuenderhauf's solution](#)

**1198.**

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[eriksuenderhauf's solution](#)

**1199.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[eriksuenderhauf's solution](#)

**1200.**

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[eriksuenderhauf's solution](#)

**1201.**

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[eriksuenderhauf's solution](#)

**1202.**

1183G

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

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[eriksuenderhauf's solution](#)

**1203.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[eriksuenderhauf's solution](#)

**1204.**

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**1205.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: games

[eriksuenderhauf's solution](#)

**1206.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1207.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[eriksuenderhauf's solution](#)

**1208.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[eriksuenderhauf's solution](#)

**1209.**

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[eriksuenderhauf's solution](#)

**1210.**

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2018-12-29 · GNU C++11 (first AC) · Tags: binary search, data structures

[eriksuenderhauf's solution](#)

**1211.**

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[eriksuenderhauf's solution](#)

**1212.**

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: 2-sat, data structures, graph matchings, greedy

[eriksuenderhauf's solution](#)

**1213.**

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**1214.**

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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**1215.**

34E

[Collisions](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2000 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[eriksuenderhauf's solution](#)

**1216.**

216E

[Martian Luck](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2000 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: math, number theory

[eriksuenderhauf's solution](#)

**1217.**

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: combinatorics, math

[eriksuenderhauf's solution](#)

**1218.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: flows, graphs

[eriksuenderhauf's solution](#)

**1219.**

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

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**1220.**

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: data structures, implementation, strings

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**1221.**

88E

[Interesting Game](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1222.**

259E

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

Rating: 2000 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[eriksuenderhauf's solution](#)

**1223.**

157E

[Cipher](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: dp, math

[eriksuenderhauf's solution](#)

**1224.**

129E

[Games with Rectangle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: combinatorics, dp

[eriksuenderhauf's solution](#)

**1225.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: combinatorics, dp

[eriksuenderhauf's solution](#)

**1226.**

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[eriksuenderhauf's solution](#)

**1227.**

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[eriksuenderhauf's solution](#)

**1228.**

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[eriksuenderhauf's solution](#)

**1229.**

197D

[Infinite Maze](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: graphs, hashing

[eriksuenderhauf's solution](#)

**1230.**

315D

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

Rating: 2000 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, strings

[eriksuenderhauf's solution](#)

**1231.**

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[eriksuenderhauf's solution](#)

**1232.**

447D

[DZY Loves Modification](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: data structures, greedy

[eriksuenderhauf's solution](#)

**1233.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[eriksuenderhauf's solution](#)

**1234.**

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: brute force, math

[eriksuenderhauf's solution](#)

**1235.**

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: brute force, geometry

[eriksuenderhauf's solution](#)

**1236.**

465D

[Restore Cube](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: brute force

[eriksuenderhauf's solution](#)

**1237.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers  
[eriksuenderhauf's solution](#)

**1238.**

252E

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

Rating: 2000 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: dp, number theory  
[eriksuenderhauf's solution](#)

**1239.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers  
[eriksuenderhauf's solution](#)

**1240.**

488D

[Strip](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers  
[eriksuenderhauf's solution](#)

**1241.**

389E

[Fox and Card Game](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: greedy, implementation  
[eriksuenderhauf's solution](#)

**1242.**

361D

[Levko and Array](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: binary search, dp  
[eriksuenderhauf's solution](#)

**1243.**

315E

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

Rating: 2000 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: combinatorics, data structures  
[eriksuenderhauf's solution](#)

**1244.**

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: geometry, math  
[eriksuenderhauf's solution](#)

**1245.**

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: data structures  
[eriksuenderhauf's solution](#)

**1246.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · last AC: 2018-04-25 · GNU C++11 (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**1247.**

450D

[Jzzhu and Cities](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-04-21 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths  
[eriksuenderhauf's solution](#)

**1248.**

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**1249.**

182C

[Optimal Sum](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[eriksuenderhauf's solution](#)

**1250.**

281C

[Rectangle Puzzle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: geometry, implementation

[eriksuenderhauf's solution](#)

**1251.**

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[eriksuenderhauf's solution](#)

**1252.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,874 global accepts · Rating: 2000 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: geometry

[eriksuenderhauf's solution](#)

**1253.**

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: dp, games

[eriksuenderhauf's solution](#)

**1254.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[eriksuenderhauf's solution](#)

**1255.**

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: number theory

[eriksuenderhauf's solution](#)

**1256.**

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2017-02-24 · last AC: 2018-03-18 · Java 8 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[eriksuenderhauf's solution](#)

**1257.**

934D

[A Determined Cleanup](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**1258.**

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[eriksuenderhauf's solution](#)

**1259.**

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: brute force, geometry  
[eriksuenderhauf's solution](#)

**1260.**

877E

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

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees  
[eriksuenderhauf's solution](#)

**1261.**

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: data structures, hashing, string suffix structures, strings  
[eriksuenderhauf's solution](#)

**1262.**

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2017-10-03 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers  
[eriksuenderhauf's solution](#)

**1263.**

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[eriksuenderhauf's solution](#)

**1264.**

401D

[Roman and Numbers](#) · [Tutorial](#)

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory  
[eriksuenderhauf's solution](#)

**1265.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2017-10-02 · GNU C++11 (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

**1266.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 2000 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: bitmasks, data structures  
[eriksuenderhauf's solution](#)

**1267.**

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers  
[eriksuenderhauf's solution](#)

**1268.**

347D

[Lucky Common Subsequence](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: dp, strings  
[eriksuenderhauf's solution](#)

**1269.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings  
[eriksuenderhauf's solution](#)

**1270.**

265E

[Choosing Balls](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: schedules, sortings  
[eriksuenderhauf's solution](#)

**1271.**

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 2000 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**1272.**

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths  
[eriksuenderhauf's solution](#)

**1273.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees  
[eriksuenderhauf's solution](#)

**1274.**

368E

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: combinatorics, graphs, implementation  
[eriksuenderhauf's solution](#)

**1275.**

462D

[Appleman and Tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: dp, graphs  
[eriksuenderhauf's solution](#)

**1276.**

495D

[Obsessive String](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: binary search, dp, strings  
[eriksuenderhauf's solution](#)

**1277.**

381E

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

Rating: 2000 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: data structures  
[eriksuenderhauf's solution](#)

**1278.**

454D

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[eriksuenderhauf's solution](#)

**1279.**

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-03-19 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[eriksuenderhauf's solution](#)

**1280.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[eriksuenderhauf's solution](#)

**1281.**

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[eriksuenderhauf's solution](#)

**1282.**

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

[eriksuenderhauf's solution](#)

**1283.**

1896E

[Permutation Sorting · Tutorial](#)

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[eriksuenderhauf's solution](#)

**1284.**

1776G

[Another Wine Tasting Event · Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[eriksuenderhauf's solution](#)

**1285.**

1866H

[Happy Sets · Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[eriksuenderhauf's solution](#)

**1286.**

1866G

[Grouped Carriages · Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[eriksuenderhauf's solution](#)

**1287.**

1863E

[Speedrun · Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[eriksuenderhauf's solution](#)

**1288.**

1864E

[Guess Game · Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[eriksuenderhauf's solution](#)

**1289.**

1810E

[Monsters · Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[eriksuenderhauf's solution](#)

**1290.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[eriksuenderhauf's solution](#)

**1291.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[eriksuenderhauf's solution](#)

**1292.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[eriksuenderhauf's solution](#)

**1293.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[eriksuenderhauf's solution](#)

**1294.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[eriksuenderhauf's solution](#)

**1295.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[eriksuenderhauf's solution](#)

**1296.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[eriksuenderhauf's solution](#)

**1297.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[eriksuenderhauf's solution](#)

**1298.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[eriksuenderhauf's solution](#)

**1299.**

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[eriksuenderhauf's solution](#)

**1300.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[eriksuenderhauf's solution](#)

### 1301.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths

[eriksuenderhauf's solution](#)

### 1302.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

### 1303.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[eriksuenderhauf's solution](#)

### 1304.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[eriksuenderhauf's solution](#)

### 1305.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[eriksuenderhauf's solution](#)

### 1306.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[eriksuenderhauf's solution](#)

### 1307.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,727 global accepts · Rating: 2100 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[eriksuenderhauf's solution](#)

### 1308.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[eriksuenderhauf's solution](#)

### 1309.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,415 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[eriksuenderhauf's solution](#)

### 1310.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms,

implementation, sortings

[eriksuenderhauf's solution](#)

### 1311.

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[eriksuenderhauf's solution](#)

### 1312.

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[eriksuenderhauf's solution](#)

### 1313.

1312E

[Array Shrinking · Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: dp, greedy

[eriksuenderhauf's solution](#)

### 1314.

1299C

[Water Balance · Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[eriksuenderhauf's solution](#)

### 1315.

1284D

[New Year and Conference · Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · last AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[eriksuenderhauf's solution](#)

### 1316.

1266E

[Spaceship Solitaire · Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[eriksuenderhauf's solution](#)

### 1317.

1278D

[Segment Tree · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[eriksuenderhauf's solution](#)

### 1318.

1271E

[Common Number · Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math

[eriksuenderhauf's solution](#)

### 1319.

1271D

[Portals · Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[eriksuenderhauf's solution](#)

### 1320.

1267K

[Key Storage · Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[eriksuenderhauf's solution](#)

**1321.**

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · last AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[eriksuenderhauf's solution](#)**1322.**

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)**1323.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[eriksuenderhauf's solution](#)**1324.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[eriksuenderhauf's solution](#)**1325.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[eriksuenderhauf's solution](#)**1326.**

1202C

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

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[eriksuenderhauf's solution](#)**1327.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[eriksuenderhauf's solution](#)**1328.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)**1329.**

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[eriksuenderhauf's solution](#)**1330.**

1184A2

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

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: brute force, number theory

[eriksuenderhauf's solution](#)**1331.**

1187E

[Tree Painting](#) · [Tutorial](#)

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

[eriksuenderhauf's solution](#)

**1332.**

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-27 · last AC: 2019-06-27 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[eriksuenderhauf's solution](#)

**1333.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[eriksuenderhauf's solution](#)

**1334.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[eriksuenderhauf's solution](#)

**1335.**

1159E

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

Rating: 2100 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math

[eriksuenderhauf's solution](#)

**1336.**

1077F2

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: data structures, dp

[eriksuenderhauf's solution](#)

**1337.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[eriksuenderhauf's solution](#)

**1338.**

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: data structures, dp

[eriksuenderhauf's solution](#)

**1339.**

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[eriksuenderhauf's solution](#)

**1340.**

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[eriksuenderhauf's solution](#)

**1341.**

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs,

trees

[eriksuenderhauf's solution](#)

**1342.**

996C

[Tesla](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1343.**

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[eriksuenderhauf's solution](#)

**1344.**

221E

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

Rating: 2100 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1345.**

146E

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

Rating: 2100 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: combinatorics, dp

[eriksuenderhauf's solution](#)

**1346.**

287E

[Main Sequence](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: data structures, greedy

[eriksuenderhauf's solution](#)

**1347.**

270E

[Flawed Flow](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: dfs and similar, sortings

[eriksuenderhauf's solution](#)

**1348.**

370D

[Broken Monitor](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2100 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[eriksuenderhauf's solution](#)

**1349.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: dp, geometry

[eriksuenderhauf's solution](#)

**1350.**

302D

[Yaroslav and Time](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, shortest paths

[eriksuenderhauf's solution](#)

**1351.**

349D

[Apple Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

[eriksuenderhauf's solution](#)

**1352.**

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2017-09-30 · last AC: 2018-07-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[eriksuenderhauf's solution](#)

**1353.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[eriksuenderhauf's solution](#)

**1354.**

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[eriksuenderhauf's solution](#)

**1355.**

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[eriksuenderhauf's solution](#)

**1356.**

465E

[Substitutes in Number](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[eriksuenderhauf's solution](#)

**1357.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[eriksuenderhauf's solution](#)

**1358.**

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[eriksuenderhauf's solution](#)

**1359.**

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[eriksuenderhauf's solution](#)

**1360.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[eriksuenderhauf's solution](#)

**1361.**

544D

[Destroying Roads](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, shortest paths

[eriksuenderhauf's solution](#)

**1362.**

415E

[Mashmoh and Reverse Operation](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: divide and conquer, sortings

[eriksuenderhauf's solution](#)

**1363.**

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[eriksuenderhauf's solution](#)

**1364.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[eriksuenderhauf's solution](#)

**1365.**

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2100 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math, number theory, trees  
[eriksuenderhauf's solution](#)

**1366.**

362D

[Fools and Foolproof Roads](#) · [Tutorial](#)

Quality: 1,022 global accepts · Rating: 2100 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy  
[eriksuenderhauf's solution](#)

**1367.**

485D

[Maximum Value](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: binary search, sortings  
[eriksuenderhauf's solution](#)

**1368.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees  
[eriksuenderhauf's solution](#)

**1369.**

373E

[Watching Fireworks is Fun](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-05-07 · last AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

**1370.**

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[eriksuenderhauf's solution](#)

**1371.**

296E

[Greg and Friends](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp  
[eriksuenderhauf's solution](#)

**1372.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[eriksuenderhauf's solution](#)

**1373.**

499E

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

Rating: 2100 · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1374.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[eriksuenderhauf's solution](#)

**1375.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2100 · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[eriksuenderhauf's solution](#)

**1376.**

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[eriksuenderhauf's solution](#)

**1377.**

854E

[Boredom](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-03-31 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

**1378.**

320E

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1379.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[eriksuenderhauf's solution](#)

**1380.**

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[eriksuenderhauf's solution](#)

**1381.**

355E

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures

[eriksuenderhauf's solution](#)

**1382.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[eriksuenderhauf's solution](#)

**1383.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[eriksuenderhauf's solution](#)

**1384.**

456E

[Civilization](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-09-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[eriksuenderhauf's solution](#)

**1385.**

322E

[Ciel the Commander](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-09-28 · GNU C++11 (first AC) · Tags: divide and conquer

[eriksuenderhauf's solution](#)

**1386.**

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2017-04-04 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[eriksuenderhauf's solution](#)

**1387.**

791D

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[eriksuenderhauf's solution](#)

**1388.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · Java 8 (first AC) · Tags: bitmasks, dp, games

[eriksuenderhauf's solution](#)

**1389.**

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-02-18 · Java 8 (first AC) · Tags: brute force, greedy

[eriksuenderhauf's solution](#)

**1390.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[eriksuenderhauf's solution](#)

**1391.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[eriksuenderhauf's solution](#)

**1392.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[eriksuenderhauf's solution](#)

**1393.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[eriksuenderhauf's solution](#)

**1394.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp  
[eriksuenderhauf's solution](#)

**1395.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp  
[eriksuenderhauf's solution](#)

**1396.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · last AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees  
[eriksuenderhauf's solution](#)

**1397.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive  
[eriksuenderhauf's solution](#)

**1398.**

1616E

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

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

**1399.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees  
[eriksuenderhauf's solution](#)

**1400.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[eriksuenderhauf's solution](#)

**1401.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-04 · last AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[eriksuenderhauf's solution](#)

**1402.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers  
[eriksuenderhauf's solution](#)

**1403.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings  
[eriksuenderhauf's solution](#)

**1404.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[eriksuenderhauf's solution](#)

**1405.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[eriksuenderhauf's solution](#)

**1406.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[eriksuenderhauf's solution](#)

**1407.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[eriksuenderhauf's solution](#)

**1408.**

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dp, strings

[eriksuenderhauf's solution](#)

**1409.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[eriksuenderhauf's solution](#)

**1410.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[eriksuenderhauf's solution](#)

**1411.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[eriksuenderhauf's solution](#)

**1412.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[eriksuenderhauf's solution](#)

**1413.**

1305E

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

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

[eriksuenderhauf's solution](#)

**1414.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dp, strings

[eriksuenderhauf's solution](#)

**1415.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[eriksuenderhauf's solution](#)

**1416.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-01-09 · GNU C++11 (first AC) · Tags: data structures, dp

[eriksuenderhauf's solution](#)

**1417.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-19 · last AC: 2019-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[eriksuenderhauf's solution](#)

**1418.**

1261C

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

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

[eriksuenderhauf's solution](#)

**1419.**

1261D1

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

Rating: 2200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: combinatorics, dp

[eriksuenderhauf's solution](#)

**1420.**

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[eriksuenderhauf's solution](#)

**1421.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-10-08 · last AC: 2019-10-08 · GNU C++11 (first AC) · Tags: bitmasks, dp

[eriksuenderhauf's solution](#)

**1422.**

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: binary search, math

[eriksuenderhauf's solution](#)

**1423.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[eriksuenderhauf's solution](#)

**1424.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-25 · last AC: 2019-09-25 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[eriksuenderhauf's solution](#)

### 1425.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-27 · last AC: 2019-08-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[eriksuenderhauf's solution](#)

### 1426.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp

[eriksuenderhauf's solution](#)

### 1427.

1194E

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[eriksuenderhauf's solution](#)

### 1428.

1184C2

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

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

### 1429.

1184B2

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

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[eriksuenderhauf's solution](#)

### 1430.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-22 · last AC: 2019-06-22 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[eriksuenderhauf's solution](#)

### 1431.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2019-06-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[eriksuenderhauf's solution](#)

### 1432.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[eriksuenderhauf's solution](#)

### 1433.

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[eriksuenderhauf's solution](#)

### 1434.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: bitmasks, dp

[eriksuenderhauf's solution](#)

### 1435.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[eriksuenderhauf's solution](#)

### 1436.

1159D

[The minimal unique substring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[eriksuenderhauf's solution](#)

### 1437.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs

[eriksuenderhauf's solution](#)

### 1438.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[eriksuenderhauf's solution](#)

### 1439.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-08-09 · last AC: 2018-08-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[eriksuenderhauf's solution](#)

### 1440.

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[eriksuenderhauf's solution](#)

### 1441.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: dp, matrices

[eriksuenderhauf's solution](#)

### 1442.

454E

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[eriksuenderhauf's solution](#)

### 1443.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: greedy

[eriksuenderhauf's solution](#)

### 1444.

462E

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

### 1445.

591E

[Three States](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[eriksuenderhauf's solution](#)

**1446.**

244E

[Colorado Potato Beetle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1447.**

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[eriksuenderhauf's solution](#)

**1448.**

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: dp, strings

[eriksuenderhauf's solution](#)

**1449.**

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: graphs, math

[eriksuenderhauf's solution](#)

**1450.**

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

**1451.**

139E

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: binary search, data structures, probabilities, sortings

[eriksuenderhauf's solution](#)

**1452.**

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[eriksuenderhauf's solution](#)

**1453.**

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[eriksuenderhauf's solution](#)

**1454.**

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: binary search, data structures

[eriksuenderhauf's solution](#)

**1455.**

281E

[Game on Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**1456.**

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, implementation,

number theory

[eriksuenderhauf's solution](#)

**1457.**

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: dp, greedy

[eriksuenderhauf's solution](#)

**1458.**

99D

[Help King](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-11 · Python 2 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1459.**

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: dfs and similar

[eriksuenderhauf's solution](#)

**1460.**

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: bitmasks, dp

[eriksuenderhauf's solution](#)

**1461.**

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[eriksuenderhauf's solution](#)

**1462.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2018-07-10 · last AC: 2018-07-10 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[eriksuenderhauf's solution](#)

**1463.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[eriksuenderhauf's solution](#)

**1464.**

287D

[Shifting](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-07 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1465.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2018-06-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[eriksuenderhauf's solution](#)

**1466.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2018-06-04 · GNU C++11 (first AC) · Tags: dfs and similar, geometry, trees

[eriksuenderhauf's solution](#)

**1467.**

378E

[Captains Mode](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[eriksuenderhauf's solution](#)

**1468.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,426 global accepts · Rating: 2200 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[eriksuenderhauf's solution](#)

**1469.**

556E

[Case of Chocolate](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: binary search, data structures

[eriksuenderhauf's solution](#)

**1470.**

560E

[Gerald and Giant Chess](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: combinatorics, dp

[eriksuenderhauf's solution](#)

**1471.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[eriksuenderhauf's solution](#)

**1472.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-14 · last AC: 2018-05-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[eriksuenderhauf's solution](#)

**1473.**

426D

[Sereja and Table](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1474.**

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

**1475.**

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures

[eriksuenderhauf's solution](#)

**1476.**

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[eriksuenderhauf's solution](#)

**1477.**

347E

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

Rating: 2200 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[eriksuenderhauf's solution](#)

**1478.**

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: dp, implementation

[eriksuenderhauf's solution](#)

**1479.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math

[eriksuenderhauf's solution](#)

**1480.**

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[eriksuenderhauf's solution](#)

**1481.**

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2018-05-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[eriksuenderhauf's solution](#)

**1482.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1483.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[eriksuenderhauf's solution](#)

**1484.**

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[eriksuenderhauf's solution](#)

**1485.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,043 global accepts · Rating: 2200 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[eriksuenderhauf's solution](#)

**1486.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: binary search, greedy

[eriksuenderhauf's solution](#)

**1487.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-03-18 · Java 8 (first AC) · Tags: dp, math, probabilities

[eriksuenderhauf's solution](#)

**1488.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1489.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[eriksuenderhauf's solution](#)

**1490.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[eriksuenderhauf's solution](#)

**1491.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[eriksuenderhauf's solution](#)

**1492.**

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[eriksuenderhauf's solution](#)

**1493.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,567 global accepts · Rating: 2300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[eriksuenderhauf's solution](#)

**1494.**

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers

[eriksuenderhauf's solution](#)

**1495.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[eriksuenderhauf's solution](#)

**1496.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[eriksuenderhauf's solution](#)

**1497.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[eriksuenderhauf's solution](#)

**1498.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[eriksuenderhauf's solution](#)

**1499.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and

similar, dp, trees, two pointers

[eriksuenderhauf's solution](#)

**1500.**

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp  
[eriksuenderhauf's solution](#)

**1501.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees  
[eriksuenderhauf's solution](#)

**1502.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[eriksuenderhauf's solution](#)

**1503.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math  
[eriksuenderhauf's solution](#)

**1504.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings  
[eriksuenderhauf's solution](#)

**1505.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees  
[eriksuenderhauf's solution](#)

**1506.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths  
[eriksuenderhauf's solution](#)

**1507.**

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs  
[eriksuenderhauf's solution](#)

**1508.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer  
[eriksuenderhauf's solution](#)

**1509.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[eriksuenderhauf's solution](#)

### 1510.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[eriksuenderhauf's solution](#)

### 1511.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[eriksuenderhauf's solution](#)

### 1512.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[eriksuenderhauf's solution](#)

### 1513.

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: \*special, math, number theory

[eriksuenderhauf's solution](#)

### 1514.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · last AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[eriksuenderhauf's solution](#)

### 1515.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-04-12 · last AC: 2020-04-12 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[eriksuenderhauf's solution](#)

### 1516.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[eriksuenderhauf's solution](#)

### 1517.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, probabilities

[eriksuenderhauf's solution](#)

### 1518.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: data structures, dp

[eriksuenderhauf's solution](#)

### 1519.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data

structures, dp, graphs, sortings, trees, two pointers

[eriksuenderhauf's solution](#)

**1520.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

[eriksuenderhauf's solution](#)

**1521.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[eriksuenderhauf's solution](#)

**1522.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, interactive, math

[eriksuenderhauf's solution](#)

**1523.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[eriksuenderhauf's solution](#)

**1524.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[eriksuenderhauf's solution](#)

**1525.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: dp, sortings

[eriksuenderhauf's solution](#)

**1526.**

1198D

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

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

[eriksuenderhauf's solution](#)

**1527.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · last AC: 2019-07-22 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[eriksuenderhauf's solution](#)

**1528.**

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[eriksuenderhauf's solution](#)

**1529.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers

[eriksuenderhauf's solution](#)

**1530.**

1148E

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

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[eriksuenderhauf's solution](#)

**1531.**

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: trees

[eriksuenderhauf's solution](#)

**1532.**

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-05 · last AC: 2019-03-06 · GNU C++11 (first AC) · Tags: binary search, greedy

[eriksuenderhauf's solution](#)

**1533.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy

[eriksuenderhauf's solution](#)

**1534.**

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2019-01-10 · last AC: 2019-01-10 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[eriksuenderhauf's solution](#)

**1535.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[eriksuenderhauf's solution](#)

**1536.**

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[eriksuenderhauf's solution](#)

**1537.**

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[eriksuenderhauf's solution](#)

**1538.**

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

[eriksuenderhauf's solution](#)

**1539.**

445D

[DZY Loves FFT](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: probabilities

[eriksuenderhauf's solution](#)

**1540.**

426E

[Sereja and Two Sequences](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1541.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: flows

[eriksuenderhauf's solution](#)

**1542.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[eriksuenderhauf's solution](#)

**1543.**

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[eriksuenderhauf's solution](#)

**1544.**

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[eriksuenderhauf's solution](#)

**1545.**

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: brute force, dsu, graphs, implementation

[eriksuenderhauf's solution](#)

**1546.**

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1547.**

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths

[eriksuenderhauf's solution](#)

**1548.**

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: games

[eriksuenderhauf's solution](#)

**1549.**

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[eriksuenderhauf's solution](#)

**1550.**

365E

[Beautiful Set](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: brute force, number theory

[eriksuenderhauf's solution](#)

**1551.**

90E

[Chip Play](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1552.**

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: brute force, dp

[eriksuenderhauf's solution](#)

**1553.**

143E

[Help Caretaker](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1554.**

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: binary search, math, number theory

[eriksuenderhauf's solution](#)

**1555.**

92E

[Ski Base](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[eriksuenderhauf's solution](#)

**1556.**

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: binary search, dp

[eriksuenderhauf's solution](#)

**1557.**

155E

[Double Profiles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: hashing, sortings

[eriksuenderhauf's solution](#)

**1558.**

90D

[Widget Library](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1559.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[eriksuenderhauf's solution](#)

**1560.**

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[eriksuenderhauf's solution](#)

**1561.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[eriksuenderhauf's solution](#)

**1562.**

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[eriksuenderhauf's solution](#)

**1563.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2018-05-24 · last AC: 2018-06-03 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[eriksuenderhauf's solution](#)

**1564.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: dp, trees

[eriksuenderhauf's solution](#)

**1565.**

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing

[eriksuenderhauf's solution](#)

**1566.**

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[eriksuenderhauf's solution](#)

**1567.**

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: dp, trees

[eriksuenderhauf's solution](#)

**1568.**

488E

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

Rating: 2300 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[eriksuenderhauf's solution](#)

**1569.**

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[eriksuenderhauf's solution](#)

**1570.**

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[eriksuenderhauf's solution](#)

**1571.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1572.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: data structures, math

[eriksuenderhauf's solution](#)

**1573.**

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-03 · Java 8 (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths  
[eriksuenderhauf's solution](#)

**1574.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[eriksuenderhauf's solution](#)

**1575.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs  
[eriksuenderhauf's solution](#)

**1576.**

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  
[eriksuenderhauf's solution](#)

**1577.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers  
[eriksuenderhauf's solution](#)

**1578.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory  
[eriksuenderhauf's solution](#)

**1579.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees  
[eriksuenderhauf's solution](#)

**1580.**

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities  
[eriksuenderhauf's solution](#)

**1581.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math  
[eriksuenderhauf's solution](#)

**1582.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[eriksuenderhauf's solution](#)

**1583.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[eriksuenderhauf's solution](#)

**1584.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math

[eriksuenderhauf's solution](#)

**1585.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[eriksuenderhauf's solution](#)

**1586.**

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[eriksuenderhauf's solution](#)

**1587.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[eriksuenderhauf's solution](#)

**1588.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[eriksuenderhauf's solution](#)

**1589.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[eriksuenderhauf's solution](#)

**1590.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[eriksuenderhauf's solution](#)

**1591.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[eriksuenderhauf's solution](#)

**1592.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[eriksuenderhauf's solution](#)

**1593.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[eriksuenderhauf's solution](#)

**1594.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[eriksuenderhauf's solution](#)

**1595.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[eriksuenderhauf's solution](#)

**1596.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[eriksuenderhauf's solution](#)

**1597.**

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · last AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[eriksuenderhauf's solution](#)

**1598.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[eriksuenderhauf's solution](#)

**1599.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[eriksuenderhauf's solution](#)

**1600.**

1403A

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

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: \*special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[eriksuenderhauf's solution](#)

**1601.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[eriksuenderhauf's solution](#)

**1602.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[eriksuenderhauf's solution](#)

**1603.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · last AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[eriksuenderhauf's solution](#)**1604.**

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[eriksuenderhauf's solution](#)**1605.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,813 global accepts · Rating: 2400 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[eriksuenderhauf's solution](#)**1606.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[eriksuenderhauf's solution](#)**1607.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: data structures, two pointers

[eriksuenderhauf's solution](#)**1608.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[eriksuenderhauf's solution](#)**1609.**

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[eriksuenderhauf's solution](#)**1610.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[eriksuenderhauf's solution](#)**1611.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-05 · last AC: 2019-12-05 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)**1612.**

1261D2

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

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

[eriksuenderhauf's solution](#)

**1613.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs  
[eriksuenderhauf's solution](#)

**1614.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy  
[eriksuenderhauf's solution](#)

**1615.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: dp, math  
[eriksuenderhauf's solution](#)

**1616.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-10-08 · last AC: 2019-10-08 · GNU C++11 (first AC) · Tags: brute force, graphs  
[eriksuenderhauf's solution](#)

**1617.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-10-02 · last AC: 2019-10-02 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings  
[eriksuenderhauf's solution](#)

**1618.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees  
[eriksuenderhauf's solution](#)

**1619.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers  
[eriksuenderhauf's solution](#)

**1620.**

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees  
[eriksuenderhauf's solution](#)

**1621.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

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

**1622.**

1186F

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

Quality: 998 global accepts · Rating: 2400 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation  
[eriksuenderhauf's solution](#)

**1623.**

1174F

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

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[eriksuenderhauf's solution](#)

### 1624.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[eriksuenderhauf's solution](#)

### 1625.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2019-05-17 · last AC: 2019-05-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[eriksuenderhauf's solution](#)

### 1626.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[eriksuenderhauf's solution](#)

### 1627.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[eriksuenderhauf's solution](#)

### 1628.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[eriksuenderhauf's solution](#)

### 1629.

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[eriksuenderhauf's solution](#)

### 1630.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · last AC: 2019-02-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math, trees

[eriksuenderhauf's solution](#)

### 1631.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,785 global accepts · Rating: 2400 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

### 1632.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-01-16 · last AC: 2019-01-16 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft

[eriksuenderhauf's solution](#)

### 1633.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2019-01-08 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1634.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2019-01-08 · last AC: 2019-01-08 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

**1635.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[eriksuenderhauf's solution](#)

**1636.**

1091E

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

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2019-01-03 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[eriksuenderhauf's solution](#)

**1637.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[eriksuenderhauf's solution](#)

**1638.**

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-08-08 · last AC: 2018-08-08 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[eriksuenderhauf's solution](#)

**1639.**

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, trees

[eriksuenderhauf's solution](#)

**1640.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[eriksuenderhauf's solution](#)

**1641.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: data structures, dp, number theory

[eriksuenderhauf's solution](#)

**1642.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2018-07-26 · last AC: 2018-07-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[eriksuenderhauf's solution](#)

**1643.**

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1644.**

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[eriksuenderhauf's solution](#)

**1645.**

75E

[Ship's Shortest Path](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2400 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: geometry, shortest paths  
[eriksuenderhauf's solution](#)

**1646.**

199E

[Delivering Carcinogen](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: binary search, geometry  
[eriksuenderhauf's solution](#)

**1647.**

194E

[Hamming Distance](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**1648.**

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar  
[eriksuenderhauf's solution](#)

**1649.**

278E

[Game](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: games  
[eriksuenderhauf's solution](#)

**1650.**

330E

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

Rating: 2400 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1651.**

227E

[Anniversary](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: matrices, number theory  
[eriksuenderhauf's solution](#)

**1652.**

298E

[Splitting the Uniqueness](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[eriksuenderhauf's solution](#)

**1653.**

445E

[DZY Loves Colors](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-15 · GNU C++11 (first AC) · Tags: data structures  
[eriksuenderhauf's solution](#)

**1654.**

1008D

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

Rating: 2400 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: math, number theory  
[eriksuenderhauf's solution](#)

**1655.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer  
[eriksuenderhauf's solution](#)

**1656.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: graphs, math, shortest paths  
[eriksuenderhauf's solution](#)

**1657.**

312D

[Cats Transport](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-10 · last AC: 2018-07-11 · GNU C++11 (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

**1658.**

499D

[Name That Tune](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: dp, two pointers  
[eriksuenderhauf's solution](#)

**1659.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
[eriksuenderhauf's solution](#)

**1660.**

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: data structures, math  
[eriksuenderhauf's solution](#)

**1661.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings  
[eriksuenderhauf's solution](#)

**1662.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp  
[eriksuenderhauf's solution](#)

**1663.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees  
[eriksuenderhauf's solution](#)

**1664.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees  
[eriksuenderhauf's solution](#)

**1665.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: data structures  
[eriksuenderhauf's solution](#)

**1666.**

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: data structures, two pointers  
[eriksuenderhauf's solution](#)

**1667.**

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: binary search, dp  
[eriksuenderhauf's solution](#)

**1668.**

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: data structures, trees  
[eriksuenderhauf's solution](#)

**1669.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: data structures, probabilities  
[eriksuenderhauf's solution](#)

**1670.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[eriksuenderhauf's solution](#)

**1671.**

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-27 · Java 8 (first AC) · Tags: constructive algorithms, sortings  
[eriksuenderhauf's solution](#)

**1672.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive  
[eriksuenderhauf's solution](#)

**1673.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths  
[eriksuenderhauf's solution](#)

**1674.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings  
[eriksuenderhauf's solution](#)

**1675.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math  
[eriksuenderhauf's solution](#)

**1676.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[eriksuenderhauf's solution](#)

**1677.**

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[eriksuenderhauf's solution](#)

**1678.**

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[eriksuenderhauf's solution](#)

**1679.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[eriksuenderhauf's solution](#)

**1680.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[eriksuenderhauf's solution](#)

**1681.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[eriksuenderhauf's solution](#)

**1682.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[eriksuenderhauf's solution](#)

**1683.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[eriksuenderhauf's solution](#)

**1684.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[eriksuenderhauf's solution](#)

**1685.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[eriksuenderhauf's solution](#)

**1686.**

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[eriksuenderhauf's solution](#)

**1687.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[eriksuenderhauf's solution](#)

**1688.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[eriksuenderhauf's solution](#)

**1689.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · last AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[eriksuenderhauf's solution](#)

**1690.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[eriksuenderhauf's solution](#)

**1691.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[eriksuenderhauf's solution](#)

**1692.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[eriksuenderhauf's solution](#)

**1693.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-03-30 · last AC: 2020-03-30 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[eriksuenderhauf's solution](#)

**1694.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · last AC: 2020-03-23 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[eriksuenderhauf's solution](#)

**1695.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: games, two pointers

[eriksuenderhauf's solution](#)

**1696.**

1305F

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

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

[eriksuenderhauf's solution](#)

### 1697.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[eriksuenderhauf's solution](#)

### 1698.

1314B

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

Rating: 2500 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: dp, implementation

[eriksuenderhauf's solution](#)

### 1699.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[eriksuenderhauf's solution](#)

### 1700.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, implementation

[eriksuenderhauf's solution](#)

### 1701.

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, geometry, math, sortings

[eriksuenderhauf's solution](#)

### 1702.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

### 1703.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[eriksuenderhauf's solution](#)

### 1704.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-10-01 · last AC: 2019-10-01 · GNU C++11 (first AC) · Tags: games

[eriksuenderhauf's solution](#)

### 1705.

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-24 · last AC: 2019-09-24 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[eriksuenderhauf's solution](#)

### 1706.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[eriksuenderhauf's solution](#)

**1707.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1708.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[eriksuenderhauf's solution](#)

**1709.**

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: flows, graphs

[eriksuenderhauf's solution](#)

**1710.**

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: divide and conquer, implementation, math

[eriksuenderhauf's solution](#)

**1711.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[eriksuenderhauf's solution](#)

**1712.**

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, sortings

[eriksuenderhauf's solution](#)

**1713.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2019-06-04 · last AC: 2019-06-04 · GNU C++11 (first AC) · Tags: data structures, probabilities

[eriksuenderhauf's solution](#)

**1714.**

1174E

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

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[eriksuenderhauf's solution](#)

**1715.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[eriksuenderhauf's solution](#)

**1716.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[eriksuenderhauf's solution](#)

**1717.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2018-07-28 · last AC: 2018-07-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[eriksuenderhauf's solution](#)

### 1718.

442C

[Artem and Array](#) · Tutorial

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[eriksuenderhauf's solution](#)

### 1719.

443E

[Artem and Array](#) · Tutorial

Rating: 2500 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: greedy

[eriksuenderhauf's solution](#)

### 1720.

555D

[Case of a Top Secret](#) · Tutorial

Quality: 931 global accepts · Rating: 2500 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[eriksuenderhauf's solution](#)

### 1721.

349E

[Subset Sums](#) · Tutorial

Rating: 2500 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

### 1722.

186E

[Clever Fat Rat](#) · Tutorial

Rating: 2500 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: \*broken

[eriksuenderhauf's solution](#)

### 1723.

501E

[Misha and Palindrome Degree](#) · Tutorial

Quality: 951 global accepts · Rating: 2500 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: binary search, combinatorics, implementation

[eriksuenderhauf's solution](#)

### 1724.

363E

[Two Circles](#) · Tutorial

Quality: 225 global accepts · Rating: 2500 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[eriksuenderhauf's solution](#)

### 1725.

96E

[Horse Races](#) · Tutorial

Rating: 2500 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

### 1726.

99E

[Help Greg the Dwarf](#) · Tutorial

Rating: 2500 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[eriksuenderhauf's solution](#)

### 1727.

302E

[Yaroslav and Algorithm](#) · Tutorial

Rating: 2500 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

### 1728.

469E

[Hack it!](#) · Tutorial

Rating: 2500 · first AC: 2018-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms

[eriksuenderhauf's solution](#)

**1729.**

450E

[Jzzhu and Apples](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[eriksuenderhauf's solution](#)

**1730.**

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers

[eriksuenderhauf's solution](#)

**1731.**

384D

[Volcanoes](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: implementation

[eriksuenderhauf's solution](#)

**1732.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · last AC: 2018-07-01 · GNU C++11 (first AC) · Tags: combinatorics, math

[eriksuenderhauf's solution](#)

**1733.**

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,230 global accepts · Rating: 2500 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[eriksuenderhauf's solution](#)

**1734.**

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[eriksuenderhauf's solution](#)

**1735.**

740E

[Alyona and towers](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1736.**

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2017-07-25 · Java 8 (first AC) · Tags: binary search, implementation, math

[eriksuenderhauf's solution](#)

**1737.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-04-05 · Java 8 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1738.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[eriksuenderhauf's solution](#)

**1739.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[eriksuenderhauf's solution](#)

### 1740.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[eriksuenderhauf's solution](#)

### 1741.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[eriksuenderhauf's solution](#)

### 1742.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[eriksuenderhauf's solution](#)

### 1743.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[eriksuenderhauf's solution](#)

### 1744.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[eriksuenderhauf's solution](#)

### 1745.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[eriksuenderhauf's solution](#)

### 1746.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[eriksuenderhauf's solution](#)

### 1747.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[eriksuenderhauf's solution](#)

### 1748.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[eriksuenderhauf's solution](#)

### 1749.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[eriksuenderhauf's solution](#)

### 1750.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees  
[eriksuenderhauf's solution](#)

### 1751.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[eriksuenderhauf's solution](#)

### 1752.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[eriksuenderhauf's solution](#)

### 1753.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[eriksuenderhauf's solution](#)

### 1754.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math  
[eriksuenderhauf's solution](#)

### 1755.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[eriksuenderhauf's solution](#)

### 1756.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2020-10-15 · last AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math  
[eriksuenderhauf's solution](#)

### 1757.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities  
[eriksuenderhauf's solution](#)

### 1758.

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees  
[eriksuenderhauf's solution](#)

### 1759.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy, trees

[eriksuenderhauf's solution](#)

**1760.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-09-18 · last AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[eriksuenderhauf's solution](#)

**1761.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[eriksuenderhauf's solution](#)

**1762.**

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[eriksuenderhauf's solution](#)

**1763.**

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[eriksuenderhauf's solution](#)

**1764.**

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[eriksuenderhauf's solution](#)

**1765.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[eriksuenderhauf's solution](#)

**1766.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[eriksuenderhauf's solution](#)

**1767.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[eriksuenderhauf's solution](#)

**1768.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[eriksuenderhauf's solution](#)

**1769.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math

[eriksuenderhauf's solution](#)

**1770.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[eriksuenderhauf's solution](#)

**1771.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[eriksuenderhauf's solution](#)

**1772.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[eriksuenderhauf's solution](#)

**1773.**

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-10 · last AC: 2020-03-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp

[eriksuenderhauf's solution](#)

**1774.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[eriksuenderhauf's solution](#)

**1775.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · last AC: 2019-12-29 · GNU C++11 (first AC) · Tags: math, strings

[eriksuenderhauf's solution](#)

**1776.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · last AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[eriksuenderhauf's solution](#)

**1777.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: graphs

[eriksuenderhauf's solution](#)

**1778.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-04 · last AC: 2019-12-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[eriksuenderhauf's solution](#)

**1779.**

1240D

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

Rating: 2600 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, hashing

[eriksuenderhauf's solution](#)

**1780.**

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[eriksuenderhauf's solution](#)

**1781.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-20 · last AC: 2019-09-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[eriksuenderhauf's solution](#)

**1782.**

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1783.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-23 · last AC: 2019-06-23 · GNU C++11 (first AC) · Tags: combinatorics, dp

[eriksuenderhauf's solution](#)

**1784.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[eriksuenderhauf's solution](#)

**1785.**

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[eriksuenderhauf's solution](#)

**1786.**

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: dp, strings

[eriksuenderhauf's solution](#)

**1787.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-03-23 · last AC: 2019-03-23 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[eriksuenderhauf's solution](#)

**1788.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[eriksuenderhauf's solution](#)

**1789.**

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: data structures, sortings

[eriksuenderhauf's solution](#)

**1790.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2018-08-08 · last AC: 2018-08-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[eriksuenderhauf's solution](#)

**1791.**

382E

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

Quality: 432 global accepts · Rating: 2600 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: combinatorics, dp

[eriksuenderhauf's solution](#)

**1792.**

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[eriksuenderhauf's solution](#)

**1793.**

376E

[Circling Round Treasures](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: bitmasks, shortest paths

[eriksuenderhauf's solution](#)

**1794.**

275E

[The Last Hole!](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1795.**

495E

[Helping People](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-07-18 · last AC: 2018-07-18 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1796.**

485E

[Strange Sorting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**1797.**

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2018-07-08 · GNU C++11 (first AC) · Tags: brute force, dp

[eriksuenderhauf's solution](#)

**1798.**

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: geometry, two pointers

[eriksuenderhauf's solution](#)

**1799.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: dp, flows

[eriksuenderhauf's solution](#)

**1800.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[eriksuenderhauf's solution](#)

**1801.**

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[eriksuenderhauf's solution](#)

**1802.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures  
[eriksuenderhauf's solution](#)

**1803.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices  
[eriksuenderhauf's solution](#)

**1804.**

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing  
[eriksuenderhauf's solution](#)

**1805.**

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

**1806.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation  
[eriksuenderhauf's solution](#)

**1807.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu  
[eriksuenderhauf's solution](#)

**1808.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths  
[eriksuenderhauf's solution](#)

**1809.**

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers  
[eriksuenderhauf's solution](#)

**1810.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[eriksuenderhauf's solution](#)

**1811.**

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math  
[eriksuenderhauf's solution](#)

**1812.**

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs  
[eriksuenderhauf's solution](#)

**1813.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs  
[eriksuenderhauf's solution](#)

**1814.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation  
[eriksuenderhauf's solution](#)

**1815.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory  
[eriksuenderhauf's solution](#)

**1816.**

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**1817.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees  
[eriksuenderhauf's solution](#)

**1818.**

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings  
[eriksuenderhauf's solution](#)

**1819.**

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs  
[eriksuenderhauf's solution](#)

**1820.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: binary search, greedy, math  
[eriksuenderhauf's solution](#)

**1821.**

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[eriksuenderhauf's solution](#)

**1822.**

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[eriksuenderhauf's solution](#)

**1823.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: data structures, hashing, strings, two pointers

[eriksuenderhauf's solution](#)

**1824.**

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2020-02-14 · last AC: 2020-02-14 · GNU C++11 (first AC) · Tags: binary search, data structures

[eriksuenderhauf's solution](#)

**1825.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-12 · last AC: 2020-02-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry, trees

[eriksuenderhauf's solution](#)

**1826.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · last AC: 2020-01-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[eriksuenderhauf's solution](#)

**1827.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-29 · last AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[eriksuenderhauf's solution](#)

**1828.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-24 · last AC: 2019-11-24 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees

[eriksuenderhauf's solution](#)

**1829.**

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[eriksuenderhauf's solution](#)

**1830.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: binary search, data structures

[eriksuenderhauf's solution](#)

**1831.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: 2-sat

[eriksuenderhauf's solution](#)

**1832.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[eriksuenderhauf's solution](#)

**1833.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[eriksuenderhauf's solution](#)

**1834.**

879E

[Tournament](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

**1835.**

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2019-07-17 · last AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1836.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-23 · last AC: 2019-06-23 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[eriksuenderhauf's solution](#)

**1837.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[eriksuenderhauf's solution](#)

**1838.**

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-05-17 · last AC: 2019-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees

[eriksuenderhauf's solution](#)

**1839.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: flows, graph matchings

[eriksuenderhauf's solution](#)

**1840.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: data structures, greedy

[eriksuenderhauf's solution](#)

**1841.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2018-07-25 · last AC: 2018-07-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[eriksuenderhauf's solution](#)

**1842.**

471E

[MUH and Lots and Lots of Segments](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2700 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: data structures, dsu  
[eriksuenderhauf's solution](#)

**1843.**

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: brute force, geometry, math, sortings  
[eriksuenderhauf's solution](#)

**1844.**

334E

[Lucky Tickets](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1845.**

236E

[Cyclical Quest](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1846.**

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy  
[eriksuenderhauf's solution](#)

**1847.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: data structures  
[eriksuenderhauf's solution](#)

**1848.**

934E

[A Colourful Prospect](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: geometry, graphs  
[eriksuenderhauf's solution](#)

**1849.**

932F

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

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: data structures, dp, geometry  
[eriksuenderhauf's solution](#)

**1850.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[eriksuenderhauf's solution](#)

**1851.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices  
[eriksuenderhauf's solution](#)

**1852.**

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

**1853.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[eriksuenderhauf's solution](#)

**1854.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers  
[eriksuenderhauf's solution](#)

**1855.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees  
[eriksuenderhauf's solution](#)

**1856.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[eriksuenderhauf's solution](#)

**1857.**

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive  
[eriksuenderhauf's solution](#)

**1858.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers  
[eriksuenderhauf's solution](#)

**1859.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs  
[eriksuenderhauf's solution](#)

**1860.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math  
[eriksuenderhauf's solution](#)

**1861.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**1862.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · last AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees  
[eriksuenderhauf's solution](#)

**1863.**

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[eriksuenderhauf's solution](#)

**1864.**

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-09-19 · last AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings  
[eriksuenderhauf's solution](#)

**1865.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees  
[eriksuenderhauf's solution](#)

**1866.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings  
[eriksuenderhauf's solution](#)

**1867.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs  
[eriksuenderhauf's solution](#)

**1868.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory  
[eriksuenderhauf's solution](#)

**1869.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu  
[eriksuenderhauf's solution](#)

**1870.**

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation  
[eriksuenderhauf's solution](#)

**1871.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math  
[eriksuenderhauf's solution](#)

**1872.**

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 2800 · first AC: 2020-04-02 · last AC: 2020-04-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, string suffix structures  
[eriksuenderhauf's solution](#)

**1873.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[eriksuenderhauf's solution](#)

**1874.**

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-06 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, probabilities  
[eriksuenderhauf's solution](#)

**1875.**

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-28 · last AC: 2020-02-28 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, strings  
[eriksuenderhauf's solution](#)

**1876.**

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-14 · last AC: 2020-02-14 · GNU C++11 (first AC) · Tags: dsu, implementation  
[eriksuenderhauf's solution](#)

**1877.**

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math  
[eriksuenderhauf's solution](#)

**1878.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · last AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
[eriksuenderhauf's solution](#)

**1879.**

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-21 · last AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[eriksuenderhauf's solution](#)

**1880.**

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2019-05-23 · last AC: 2019-05-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, trees  
[eriksuenderhauf's solution](#)

**1881.**

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees  
[eriksuenderhauf's solution](#)

**1882.**

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2019-05-18 · last AC: 2019-05-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[eriksuenderhauf's solution](#)

**1883.**

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-03-07 · last AC: 2019-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[eriksuenderhauf's solution](#)

**1884.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-06 · last AC: 2019-01-06 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

**1885.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

**1886.**

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2018-03-31 · GNU C++11 (first AC) · Tags: binary search, geometry, sortings

[eriksuenderhauf's solution](#)

**1887.**

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: dp, geometry

[eriksuenderhauf's solution](#)

**1888.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[eriksuenderhauf's solution](#)

**1889.**

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[eriksuenderhauf's solution](#)

**1890.**

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[eriksuenderhauf's solution](#)

**1891.**

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[eriksuenderhauf's solution](#)

**1892.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[eriksuenderhauf's solution](#)

**1893.**

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: \*special, geometry, sortings  
[eriksuenderhauf's solution](#)

**1894.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths  
[eriksuenderhauf's solution](#)

**1895.**

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math  
[eriksuenderhauf's solution](#)

**1896.**

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, flows, graphs  
[eriksuenderhauf's solution](#)

**1897.**

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-04-10 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft  
[eriksuenderhauf's solution](#)

**1898.**

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-03-02 · last AC: 2020-03-02 · GNU C++11 (first AC) · Tags: brute force, dp  
[eriksuenderhauf's solution](#)

**1899.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-02-01 · last AC: 2020-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, flows  
[eriksuenderhauf's solution](#)

**1900.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: binary search, combinatorics, number theory  
[eriksuenderhauf's solution](#)

**1901.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: greedy, number theory, probabilities  
[eriksuenderhauf's solution](#)

**1902.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[eriksuenderhauf's solution](#)

**1903.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2019-05-23 · last AC: 2019-05-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[eriksuenderhauf's solution](#)

### 1904.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2019-03-09 · last AC: 2019-03-09 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

### 1905.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: data structures, dp

[eriksuenderhauf's solution](#)

### 1906.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees

[eriksuenderhauf's solution](#)

### 1907.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[eriksuenderhauf's solution](#)

### 1908.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[eriksuenderhauf's solution](#)

### 1909.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[eriksuenderhauf's solution](#)

### 1910.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[eriksuenderhauf's solution](#)

### 1911.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-15 · last AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory, two pointers

[eriksuenderhauf's solution](#)

### 1912.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[eriksuenderhauf's solution](#)

### 1913.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-05 · last AC: 2020-03-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[eriksuenderhauf's solution](#)

**1914.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, interactive  
[eriksuenderhauf's solution](#)

**1915.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-09 · last AC: 2020-02-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees  
[eriksuenderhauf's solution](#)

**1916.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities  
[eriksuenderhauf's solution](#)

**1917.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar  
[eriksuenderhauf's solution](#)

**1918.**

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[eriksuenderhauf's solution](#)

**1919.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2019-05-21 · last AC: 2019-05-21 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, trees  
[eriksuenderhauf's solution](#)

**1920.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings  
[eriksuenderhauf's solution](#)

**1921.**

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, sortings  
[eriksuenderhauf's solution](#)

**1922.**

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[eriksuenderhauf's solution](#)

**1923.**

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation  
[eriksuenderhauf's solution](#)

**1924.**

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers  
[eriksuenderhauf's solution](#)

**1925.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy  
[eriksuenderhauf's solution](#)

**1926.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft  
[eriksuenderhauf's solution](#)

**1927.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-12 · last AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dp, fft, math  
[eriksuenderhauf's solution](#)

**1928.**

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: data structures  
[eriksuenderhauf's solution](#)

**1929.**

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths  
[eriksuenderhauf's solution](#)

**1930.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-06 · last AC: 2020-01-06 · GNU C++11 (first AC) · Tags: data structures, math, matrices, probabilities  
[eriksuenderhauf's solution](#)

**1931.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-07-07 · last AC: 2019-07-07 · GNU C++11 (first AC) · Tags: dp  
[eriksuenderhauf's solution](#)

**1932.**

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: dsu, math  
[eriksuenderhauf's solution](#)

**1933.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: binary search, interactive, trees  
[eriksuenderhauf's solution](#)

**1934.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

**1935.**

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[eriksuenderhauf's solution](#)

**1936.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[eriksuenderhauf's solution](#)

**1937.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**1938.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive

[eriksuenderhauf's solution](#)

**1939.**

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[eriksuenderhauf's solution](#)

**1940.**

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[eriksuenderhauf's solution](#)

**1941.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[eriksuenderhauf's solution](#)

**1942.**

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2020-10-01 · last AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[eriksuenderhauf's solution](#)

**1943.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: math, probabilities

[eriksuenderhauf's solution](#)

**1944.**

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: matrices

[eriksuenderhauf's solution](#)

**1945.**

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[eriksuenderhauf's solution](#)

### 1946.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-11-07 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: math, number theory

[eriksuenderhauf's solution](#)

### 1947.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-25 · last AC: 2019-09-25 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

### 1948.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: divide and conquer, interactive

[eriksuenderhauf's solution](#)

### 1949.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[eriksuenderhauf's solution](#)

### 1950.

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, two pointers

[eriksuenderhauf's solution](#)

### 1951.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[eriksuenderhauf's solution](#)

### 1952.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-11-10 · last AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[eriksuenderhauf's solution](#)

### 1953.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[eriksuenderhauf's solution](#)

### 1954.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2020-08-19 · last AC: 2020-08-19 · GNU C++11 (first AC) · Tags: fft, graphs, math

[eriksuenderhauf's solution](#)

### 1955.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-03-15 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

### 1956.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, trees

[eriksuenderhauf's solution](#)

### 1957.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

### 1958.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-31 · last AC: 2019-12-31 · GNU C++11 (first AC) · Tags: data structures

[eriksuenderhauf's solution](#)

### 1959.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, greedy

[eriksuenderhauf's solution](#)

### 1960.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: dp, implementation

[eriksuenderhauf's solution](#)

### 1961.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: data structures, trees

[eriksuenderhauf's solution](#)

### 1962.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2019-05-24 · GNU C++11 (first AC) · Tags: data structures, dp, sortings

[eriksuenderhauf's solution](#)

### 1963.

1726H

[Mainak and the Bleeding Polygon](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3500 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, implementation, math

[eriksuenderhauf's solution](#)

### 1964.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[eriksuenderhauf's solution](#)

### 1965.

1349F2

[Slime and Sequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[eriksuenderhauf's solution](#)

### 1966.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-04 · last AC: 2020-03-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[eriksuenderhauf's solution](#)

**1967.**

105537M

[Misère](#) · [Tutorial](#)Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)**1968.**

105537G

[Game of Annihilation](#) · [Tutorial](#)Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)**1969.**

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)**1970.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)**1971.**

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)**1972.**

105537J

[Just Half is Enough](#) · [Tutorial](#)Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)**1973.**

105537F

[False Alarm](#) · [Tutorial](#)Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)**1974.**

105537A

[Another Brick in the Wall](#) · [Tutorial](#)Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)**1975.**

104020C

[Crashing Competition Computer](#) · [Tutorial](#)Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)**1976.**

104020J

[Jagged Skyline](#) · [Tutorial](#)Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)**1977.**

104020K

[Kiosk Construction](#) · [Tutorial](#)Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1978.**

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1979.**

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1980.**

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1981.**

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1982.**

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1983.**

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1984.**

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1985.**

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1986.**

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1987.**

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1988.**

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1989.**

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1990.**

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1991.**

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1992.**

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1993.**

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1994.**

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1995.**

104713J

[Roof Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1996.**

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1997.**

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1998.**

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**1999.**

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2000.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2001.

102433L

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

Rating: — · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2002.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2003.

104030K

[Keyboard Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2004.

104030J

[Junk Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2005.

104030I

[Icy Itinerary](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2006.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2007.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2008.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2009.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2010.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2011.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2012.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2013.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2014.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2015.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2016.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2017.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2018.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2019.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · Python 3 (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2020.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

## 2021.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2022.**

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2023.**

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · last AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2024.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2025.**

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · PyPy 3-64 (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2026.**

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2027.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2028.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2029.**

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2030.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2031.**

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2032.**

102788G

[Alice And Bob](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2033.**

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2034.**

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2035.**

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2036.**

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2037.**

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2038.**

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2039.**

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2040.**

102788J

[Multidimensional Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2041.**

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2042.**

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math  
[eriksuenderhauf's solution](#)

**2043.**

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices  
[eriksuenderhauf's solution](#)

**2044.**

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees  
[eriksuenderhauf's solution](#)

**2045.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math  
[eriksuenderhauf's solution](#)

**2046.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings  
[eriksuenderhauf's solution](#)

**2047.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[eriksuenderhauf's solution](#)

**2048.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths  
[eriksuenderhauf's solution](#)

**2049.**

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, ternary search  
[eriksuenderhauf's solution](#)

**2050.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[eriksuenderhauf's solution](#)

**2051.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[eriksuenderhauf's solution](#)

**2052.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings  
[eriksuenderhauf's solution](#)

**2053.**

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[eriksuenderhauf's solution](#)

**2054.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[eriksuenderhauf's solution](#)

**2055.**

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2056.**

103185F

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

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2057.**

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2058.**

103185B

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

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2059.**

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2060.**

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2061.**

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2062.**

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2063.**

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2064.**

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2065.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2066.**

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2067.**

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2068.**

103202J

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

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2069.**

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2070.**

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2071.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2072.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2073.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2074.**

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2075.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2076.**

103202F

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

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2077.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2078.**

100287H

[Hard Life](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2079.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2080.**

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2081.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2082.**

103102I

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

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2083.**

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2084.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2085.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2086.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2087.**

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-24 · last AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2088.**

102787D

[The Grim Treaper](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2089.**

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2090.**

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2091.**

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2092.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2093.**

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2094.**

102268K

[Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2095.**

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · last AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2096.**

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · last AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2097.**

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2098.**

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2099.**

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2100.**

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2101.**

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2102.**

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2103.**

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2104.**

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2105.**

101992K

[Crazy queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2106.**

101992J

[The test cases](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2107.**

101992I

[A sky full of stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2108.**

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2109.**

101992C

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

Rating: — · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2110.**

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2111.**

101992E

[Count permutations](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2112.**

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2113.**

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2114.**

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2115.**

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2116.**

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2117.**

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2118.**

1357E2

[Root of quantum Fourier transform](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2119.**

1357D4

[Quantum Classification - Dataset 6](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2120.**

1357D5

[Quantum Classification - Dataset 7](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**2121.**

1357D3

[Quantum Classification - Dataset 5 · Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2122.**

1357D2

[Quantum Classification - Dataset 4 · Tutorial](#)

Quality: 113 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2123.**

1357D1

[Quantum Classification - Dataset 3 · Tutorial](#)

Quality: 126 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2124.**

1357A7

[Distinguish Y, XZ, -Y and -XZ · Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2125.**

1357A6

[Distinguish four Pauli gates · Tutorial](#)

Quality: 170 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2126.**

1357B1

["Is the bit string balanced?" oracle · Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2127.**

1357E1

[Power of quantum Fourier transform · Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2128.**

1357B2

["Is the number divisible by 3?" oracle · Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2129.**

1357A5

[Distinguish  \$Rz\(\pi/4\)\$  from  \$Ry\(\pi/4\)\$  · Tutorial](#)

Quality: 243 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2130.**

1357C2

[Prepare superposition of basis states with the same parity · Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2131.**

1357A4

[Distinguish  \$Rz\$  from  \$R1\$  · Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**2132.**

1357C1

[Prepare superposition of basis states with 0s](#) · Tutorial

Quality: 350 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2133.**

1357A3

[Distinguish H from X](#) · Tutorial

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2134.**

1357A2

[Distinguish I, CNOTs and SWAP](#) · Tutorial

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2135.**

1357A1

[Figure out direction of CNOT](#) · Tutorial

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2136.**

1356D2

[Quantum Classification - 2](#) · Tutorial

Quality: 129 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2137.**

1356D1

[Quantum Classification - 1](#) · Tutorial

Quality: 138 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2138.**

1356B2

[Decrement](#) · Tutorial

Quality: 287 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2139.**

1356B1

[Increment](#) · Tutorial

Quality: 286 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2140.**

1356C

[Prepare state  \$|01\rangle + |10\rangle + |11\rangle\$](#)  · Tutorial

Quality: 305 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2141.**

1356A5

[Distinguish Z from -Z](#) · Tutorial

Quality: 334 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2142.**

1356A4

[Distinguish I from X](#) · Tutorial

Quality: 461 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**2143.**

1356A3

[Distinguish Z from S](#) · Tutorial

Quality: 463 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**2144.**

1356A2

[Distinguish I from Z](#) · Tutorial

Quality: 490 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**2145.**

1356A1

[Distinguish I from X](#) · Tutorial

Quality: 606 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**2146.**

102431H

[Mr. Panda and SAD](#) · Tutorial

Rating: — · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2147.**

102431G

[Game on the Tree](#) · Tutorial

Rating: — · first AC: 2020-06-11 · last AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2148.**

102431B

[Infimum of Paths](#) · Tutorial

Rating: — · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2149.**

102431C

[Mr. Panda and Typewriter](#) · Tutorial

Rating: — · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2150.**

102431E

[Non-Maximum Suppression](#) · Tutorial

Rating: — · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2151.**

102431I

[Mr. Panda and Blocks](#) · Tutorial

Rating: — · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2152.**

102431L

[Spiral Matrix](#) · Tutorial

Rating: — · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2153.**

102431K

[Russian Dolls on the Christmas Tree](#) · Tutorial

Rating: — · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2154.**

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2155.**

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · last AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2156.**

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2157.**

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2158.**

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2159.**

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2160.**

102452H

[Hold the Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2161.**

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2162.**

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2163.**

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2164.**

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2165.**

102441K

[Chess Positions](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2166.**

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2167.**

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2168.**

102441J

[Paternity Testing](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2169.**

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2170.**

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2171.**

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2172.**

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2173.**

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2174.**

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: —  
[eriksuenderhauf's solution](#)

**2175.**

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2176.**

102576J

[Space Gophers](#) · Tutorial

Rating: — · first AC: 2020-05-11 · last AC: 2020-05-11 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2177.**

102576H

[Lighthouses](#) · Tutorial

Rating: — · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2178.**

102576E

[Contamination](#) · Tutorial

Rating: — · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2179.**

102576I

[Sum of Palindromes](#) · Tutorial

Rating: — · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2180.**

102576B

[Binomial](#) · Tutorial

Rating: — · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2181.**

102576L

[Wizards Unite](#) · Tutorial

Rating: — · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2182.**

102538G

[Giant Penguin](#) · Tutorial

Rating: — · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2183.**

102538H

[Horrible Cycles](#) · Tutorial

Rating: — · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2184.**

102538A

[Airplane Cliques](#) · Tutorial

Rating: — · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2185.**

102538D

[Disjoint LIS](#) · Tutorial

Rating: — · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2186.**

102538J

[Just Counting](#) · Tutorial

Rating: — · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2187.**

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2188.**

100405H

[Highway of the Future](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2189.**

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2190.**

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2191.**

100405E

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

Rating: — · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2192.**

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2193.**

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2194.**

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2195.**

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2196.**

1297H

[Paint the String](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: — · first AC: 2020-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, dp, strings

[eriksuenderhauf's solution](#)

**2197.**

1297G

[M-numbers](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: — · first AC: 2020-03-04 · Kotlin 1.4 (first AC) · Tags: \*special, dp, math

[eriksuenderhauf's solution](#)

**2198.**

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, greedy, implementation, sortings

[eriksuenderhauf's solution](#)

**2199.**

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, dfs and similar, trees

[eriksuenderhauf's solution](#)

**2200.**

1297D

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

Quality: 274 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, greedy, sortings

[eriksuenderhauf's solution](#)

**2201.**

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, greedy

[eriksuenderhauf's solution](#)

**2202.**

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, sortings

[eriksuenderhauf's solution](#)

**2203.**

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[eriksuenderhauf's solution](#)

**2204.**

1298E

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · last AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, implementation

[eriksuenderhauf's solution](#)

**2205.**

1298D

[Bus Video System](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: \*special, combinatorics, math

[eriksuenderhauf's solution](#)

**2206.**

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: \*special, strings

[eriksuenderhauf's solution](#)

**2207.**

1298F1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: \*special, sortings

[eriksuenderhauf's solution](#)

**2208.**

1298F2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: \*special, sortings

[eriksuenderhauf's solution](#)

**2209.**

1298B

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

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[eriksuenderhauf's solution](#)

**2210.**

1298A

[Restoring Three Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · Kotlin 1.4 (first AC) · Tags: \*special, math

[eriksuenderhauf's solution](#)

**2211.**

102059C

[Dstory](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2212.**

102059J

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

Rating: — · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2213.**

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2214.**

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2215.**

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2216.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2217.**

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2218.**

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2219.**

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2220.**

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2221.**

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2222.**

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2223.**

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2224.**

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2225.**

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2226.**

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2227.**

102354I

[From Modular to Rational](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2228.**

102354A

[Square Root Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2229.**

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2230.**

102354B

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

Rating: — · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2231.**

102268A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2232.**

102268E

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2233.**

102268G

[Graph Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-27 · last AC: 2020-01-27 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2234.**

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2235.**

102268H

[Hall's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-23 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2236.**

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2237.**

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-21 · last AC: 2020-01-21 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2238.**

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2239.**

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2240.**

102331J

[Jiry Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-18 · last AC: 2020-01-18 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2241.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2242.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2243.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2244.**

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2245.**

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2246.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2247.**

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2248.**

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2249.**

102331F

[Fast Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · last AC: 2020-01-16 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2250.**

102331C

[Counting Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2251.**

102331K

[K-pop Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2252.**

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2253.**

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2254.**

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2255.**

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2256.**

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2257.**

101623K

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2258.**

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2259.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2260.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2261.**

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2262.**

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2263.**

101623E

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

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2264.**

101623C

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2265.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2266.**

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2267.**

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2268.**

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-09-08 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, implementation

[eriksuenderhauf's solution](#)

**2269.**

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-09-08 · last AC: 2019-09-08 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, strings

[eriksuenderhauf's solution](#)

**2270.**

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-09-08 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[eriksuenderhauf's solution](#)

**2271.**

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-09-08 · Kotlin 1.4 (first AC) · Tags: \*special, math

[eriksuenderhauf's solution](#)

**2272.**

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: \*special, brute force, dp, meet-in-the-middle

[eriksuenderhauf's solution](#)

**2273.**

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: \*special, dp, math

[eriksuenderhauf's solution](#)

**2274.**

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-28 · last AC: 2019-07-28 · GNU C++11 (first AC) · Tags: \*special, data structures, dp,

trees

[eriksuenderhauf's solution](#)

**2275.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-07-26 · last AC: 2019-07-26 · GNU C++11 (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

[eriksuenderhauf's solution](#)

**2276.**

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · last AC: 2019-06-18 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2277.**

397E

[On Changing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · last AC: 2019-03-06 · GNU C++11 (first AC) · Tags: data structures, graphs, trees

[eriksuenderhauf's solution](#)

**2278.**

394E

[Lightbulb for Minister](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: — · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: geometry

[eriksuenderhauf's solution](#)

**2279.**

390E

[Inna and Large Sweet Matrix](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: — · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2280.**

393E

[Yet Another Number Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2281.**

390D

[Inna and Sweet Matrix](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: — · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms

[eriksuenderhauf's solution](#)

**2282.**

393D

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: dp

[eriksuenderhauf's solution](#)

**2283.**

undefined133

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · GNU C++11 (first AC) · Tags: —

[eriksuenderhauf's solution](#)

**2284.**

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · Python 2 (first AC) · Tags: \*special

[eriksuenderhauf's solution](#)

**2285.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-23 · Python 2 (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2286.**

undefined112

[a<sup>b</sup> - b<sup>a</sup> · Tutorial](#)

Rating: — · first AC: 2018-04-23 · Python 2 (first AC) · Tags: \*special  
[eriksuenderhauf's solution](#)

**2287.**

393C

[Blocked Points · Tutorial](#)

Rating: — · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: geometry  
[eriksuenderhauf's solution](#)

**2288.**

397C

[On Number of Decompositions into Multipliers · Tutorial](#)

Rating: — · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory  
[eriksuenderhauf's solution](#)