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Unique solved — ethening

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

Sort: Problem rating · easier first

Filters: none

Count: 1,024

1.

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

[ethening's solution](#)

2.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[ethening's solution](#)

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

[ethening's solution](#)

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

[ethening's solution](#)

5.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

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6.

1915B

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

Quality: 50,352 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

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7.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

[ethening's solution](#)

8.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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9.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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10.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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11.

1905A

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

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

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12.

1886A

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Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[ethening's solution](#)

13.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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14.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,666 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[ethening's solution](#)

15.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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16.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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17.

1870A

[MEXanized Array](#) · [Tutorial](#)

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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18.

1866A

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19.

1861A

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20.

1863A

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Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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21.

1864A

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Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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22.

1862B

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23.

1862A

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Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings
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24.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
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25.

1859A

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Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
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26.

1857A

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[ethening's solution](#)

27.

1856A

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28.

1855A

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29.

1849A

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30.

1851B

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31.

1851A

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32.

1850B

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33.

1850C

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Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[ethening's solution](#)

34.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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35.

1844A

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Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
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36.

1845A

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

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37.

1846B

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38.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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39.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,498 global accepts · Rating: 800 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees
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40.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers
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41.

1843A

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Quality: 37,310 global accepts · Rating: 800 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
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42.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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43.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math
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44.

1834A

[Unit Array](#) · [Tutorial](#)

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[ethening's solution](#)

45.

1838A

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Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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46.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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47.

1821A

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48.

1797A

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[ethening's solution](#)

49.

1814A

[Coins](#) · [Tutorial](#)

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[ethening's solution](#)

50.

1810B

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[ethening's solution](#)

51.

1810A

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Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[ethening's solution](#)

52.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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53.

1809A

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Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ethening's solution](#)

54.

1804A

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Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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55.

1794A

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56.

1796A

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57.

1799A

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58.

1776A

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Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ethening's solution](#)

59.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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60.

1778A

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Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ethening's solution](#)

61.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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62.

1777A

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Quality: 44,009 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ethening's solution](#)

63.

1782A

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Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

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64.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

implementation

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65.

1783A

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

Quality: 48,716 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[ethening's solution](#)

66.

1715A

[Crossmarket](#) · [Tutorial](#)

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

[ethening's solution](#)

67.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ethening's solution](#)

68.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[ethening's solution](#)

69.

1556A

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Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

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70.

1552A

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Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: sortings, strings

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71.

1530B

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Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ethening's solution](#)

72.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math

[ethening's solution](#)

73.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[ethening's solution](#)

74.

1547A

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Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: implementation, math

[ethening's solution](#)

75.

1539B

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Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[ethening's solution](#)

76.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: greedy, math
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77.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[ethening's solution](#)

78.

1538B

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[ethening's solution](#)

79.

1538A

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[ethening's solution](#)

80.

1515A

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Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
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81.

1466B

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Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
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82.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
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83.

1468E

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Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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84.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 800 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math
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85.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms
[ethening's solution](#)

- 86.**
1200A
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Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[ethening's solution](#)
- 87.**
1106A
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Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation
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- 88.**
1096A
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952A
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Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, math
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- 90.**
908A
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Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[ethening's solution](#)
- 91.**
859A
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Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · GNU C++ (first AC) · Tags: greedy, implementation
[ethening's solution](#)
- 92.**
854A
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Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math
[ethening's solution](#)
- 93.**
703A
[Mishka and Game](#) · [Tutorial](#)
Quality: 66,585 global accepts · Rating: 800 · first AC: 2017-09-02 · FPC (first AC) · Tags: implementation
[ethening's solution](#)
- 94.**
71A
[Way Too Long Words](#) · [Tutorial](#)
Quality: 503,241 global accepts · Rating: 800 · first AC: 2017-09-02 · GNU C++ (first AC) · Tags: strings
[ethening's solution](#)
- 95.**
4A
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Quality: 687,806 global accepts · Rating: 800 · first AC: 2017-09-02 · GNU C++ (first AC) · Tags: brute force, math
[ethening's solution](#)
- 96.**
791A
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Quality: 257,208 global accepts · Rating: 800 · first AC: 2017-03-18 · GNU C++ (first AC) · Tags: implementation
[ethening's solution](#)

97.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2016-06-08 · FPC (first AC) · Tags: constructive algorithms, implementation
[ethening's solution](#)

98.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · FPC (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation
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99.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2016-02-04 · FPC (first AC) · Tags: math
[ethening's solution](#)

100.

1915D

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Quality: 35,084 global accepts · Rating: 900 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
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101.

1878C

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Quality: 57,645 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math
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102.

1879B

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Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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103.

1860A

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104.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[ethening's solution](#)

105.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[ethening's solution](#)

106.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[ethening's solution](#)

107.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[ethening's solution](#)

108.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[ethening's solution](#)

109.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,868 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ethening's solution](#)

110.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[ethening's solution](#)

111.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ethening's solution](#)

112.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ethening's solution](#)

113.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,830 global accepts · Rating: 900 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ethening's solution](#)

114.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[ethening's solution](#)

115.

1468N

[Waste Sorting](#) · [Tutorial](#)

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

[ethening's solution](#)

116.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ethening's solution](#)

117.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: implementation, strings

[ethening's solution](#)

118.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-09 · GNU C++11 (first AC) · Tags: math

[ethening's solution](#)

119.

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[ethening's solution](#)

120.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[ethening's solution](#)

121.

580A

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

Quality: 104,684 global accepts · Rating: 900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[ethening's solution](#)

122.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,902 global accepts · Rating: 900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: greedy

[ethening's solution](#)

123.

839A

[Arya and Bran](#) · [Tutorial](#)

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

[ethening's solution](#)

124.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · FPC (first AC) · Tags: implementation

[ethening's solution](#)

125.

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

[ethening's solution](#)

126.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings

[ethening's solution](#)

127.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[ethening's solution](#)

128.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ethening's solution](#)

129.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[ethening's solution](#)

130.

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[ethening's solution](#)

131.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,372 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[ethening's solution](#)

132.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[ethening's solution](#)

133.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ethening's solution](#)

134.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers
[ethening's solution](#)

135.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ethening's solution](#)

136.

1798B

[Three Sevens](#) · [Tutorial](#)

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

137.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[ethening's solution](#)

138.

1804B

[Vaccination](#) · [Tutorial](#)

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

139.

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[ethening's solution](#)

140.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ethening's solution](#)

141.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[ethening's solution](#)

142.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ethening's solution](#)

143.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[ethening's solution](#)

144.

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[ethening's solution](#)

145.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: geometry, math

[ethening's solution](#)

146.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: implementation

[ethening's solution](#)

147.

859B

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

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

[ethening's solution](#)

148.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2017-09-02 · FPC (first AC) · Tags: brute force, implementation

[ethening's solution](#)

149.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,195 global accepts · Rating: 1000 · first AC: 2017-09-02 · GNU C++ (first AC) · Tags: math

[ethening's solution](#)

150.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-02 · GNU C++ (first AC) · Tags: implementation

[ethening's solution](#)

151.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · FPC (first AC) · Tags: implementation

[ethening's solution](#)

152.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2016-06-08 · FPC (first AC) · Tags: constructive algorithms, implementation

[ethening's solution](#)

153.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[ethening's solution](#)

154.

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[ethening's solution](#)

155.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[ethening's solution](#)

156.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ethening's solution](#)

157.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[ethening's solution](#)

158.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ethening's solution](#)

159.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[ethening's solution](#)

160.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[ethening's solution](#)

161.

1850E

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

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math
[ethening's solution](#)

162.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[ethening's solution](#)

163.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ethening's solution](#)

164.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ethening's solution](#)

165.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,807 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers
[ethening's solution](#)

166.

1821B

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

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[ethening's solution](#)

167.

1797B

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

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ethening's solution](#)

168.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[ethening's solution](#)

169.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[ethening's solution](#)

170.

1783B

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

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

171.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: greedy, two pointers
[ethening's solution](#)

172.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[ethening's solution](#)

173.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2018-08-13 · GNU C++11 (first AC) · Tags: games, math
[ethening's solution](#)

174.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: math, number theory
[ethening's solution](#)

175.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: geometry
[ethening's solution](#)

176.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · FPC (first AC) · Tags: brute force
[ethening's solution](#)

177.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · FPC (first AC) · Tags: greedy, sortings
[ethening's solution](#)

178.

1909B

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

Quality: 30,964 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[ethening's solution](#)

179.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math
[ethening's solution](#)

180.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation
[ethening's solution](#)

181.

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
[ethening's solution](#)

182.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy,

math

[ethening's solution](#)

183.

1859C

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

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

[ethening's solution](#)

184.

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[ethening's solution](#)

185.

1848B

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

Quality: 24,406 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[ethening's solution](#)

186.

1846D

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

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[ethening's solution](#)

187.

1846C

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

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[ethening's solution](#)

188.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ethening's solution](#)

189.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[ethening's solution](#)

190.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ethening's solution](#)

191.

1792B

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

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ethening's solution](#)

192.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math,

sortings

[ethening's solution](#)

193.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ethening's solution](#)

194.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[ethening's solution](#)

195.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[ethening's solution](#)

196.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ethening's solution](#)

197.

1510K

[King's Task](#) · [Tutorial](#)

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

[ethening's solution](#)

198.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[ethening's solution](#)

199.

1011B

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

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[ethening's solution](#)

200.

854B

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

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

[ethening's solution](#)

201.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2017-09-02 · FPC (first AC) · Tags: constructive algorithms, implementation

[ethening's solution](#)

202.

574A

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

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2017-09-02 · FPC (first AC) · Tags: greedy, implementation

[ethening's solution](#)

203.

842A

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

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: brute force, two pointers

[ethening's solution](#)

204.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · FPC (first AC) · Tags: implementation, math

[ethening's solution](#)

205.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[ethening's solution](#)

206.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[ethening's solution](#)

207.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ethening's solution](#)

208.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[ethening's solution](#)

209.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[ethening's solution](#)

210.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[ethening's solution](#)

211.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 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

[ethening's solution](#)

212.

1868A

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

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

[ethening's solution](#)

213.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

math, number theory

[ethening's solution](#)

214.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[ethening's solution](#)

215.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[ethening's solution](#)

216.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ethening's solution](#)

217.

1850F

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

Quality: 24,586 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[ethening's solution](#)

218.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[ethening's solution](#)

219.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[ethening's solution](#)

220.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ethening's solution](#)

221.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[ethening's solution](#)

222.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ethening's solution](#)

223.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ethening's solution](#)

224.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[ethening's solution](#)

225.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[ethening's solution](#)

226.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[ethening's solution](#)

227.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[ethening's solution](#)

228.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[ethening's solution](#)

229.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[ethening's solution](#)

230.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[ethening's solution](#)

231.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ethening's solution](#)

232.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[ethening's solution](#)

233.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[ethening's solution](#)

234.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two

pointers

[ethening's solution](#)

235.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[ethening's solution](#)

236.

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

[ethening's solution](#)

237.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · FPC (first AC) · Tags: bitmasks, brute force, implementation

[ethening's solution](#)

238.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[ethening's solution](#)

239.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[ethening's solution](#)

240.

1905C

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

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

[ethening's solution](#)

241.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ethening's solution](#)

242.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[ethening's solution](#)

243.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[ethening's solution](#)

244.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ethening's solution](#)

245.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ethening's solution](#)

246.

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[ethening's solution](#)

247.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[ethening's solution](#)

248.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[ethening's solution](#)

249.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[ethening's solution](#)

250.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[ethening's solution](#)

251.

1838C

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

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[ethening's solution](#)

252.

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[ethening's solution](#)

253.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[ethening's solution](#)

254.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,497 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[ethening's solution](#)

255.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[ethening's solution](#)

256.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, sortings
[ethening's solution](#)

257.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: greedy
[ethening's solution](#)

258.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[ethening's solution](#)

259.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory
[ethening's solution](#)

260.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,238 global accepts · Rating: 1400 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings
[ethening's solution](#)

261.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-09 · GNU C++11 (first AC) · Tags: greedy, sortings
[ethening's solution](#)

262.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,057 global accepts · Rating: 1400 · first AC: 2017-09-02 · FPC (first AC) · Tags: implementation, math
[ethening's solution](#)

263.

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-06-08 · FPC (first AC) · Tags: constructive algorithms, interactive, math, number theory
[ethening's solution](#)

264.

1105C

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

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ethening's solution](#)

265.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[ethening's solution](#)

266.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[ethening's solution](#)

267.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ethening's solution](#)

268.

1876B

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Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[ethening's solution](#)

269.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[ethening's solution](#)

270.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ethening's solution](#)

271.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[ethening's solution](#)

272.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[ethening's solution](#)

273.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[ethening's solution](#)

274.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ethening's solution](#)

275.

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ethening's solution](#)

276.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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277.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[ethening's solution](#)

278.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
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279.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings
[ethening's solution](#)

280.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings
[ethening's solution](#)

281.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, dp, math, number theory
[ethening's solution](#)

282.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers
[ethening's solution](#)

283.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees
[ethening's solution](#)

284.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics
[ethening's solution](#)

285.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers
[ethening's solution](#)

286.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[ethening's solution](#)

287.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2020-07-25 · GNU C++11 (first AC) · Tags: greedy

[ethening's solution](#)

288.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: greedy, math

[ethening's solution](#)

289.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ethening's solution](#)

290.

1106D

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

Quality: 19,655 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[ethening's solution](#)

291.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[ethening's solution](#)

292.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[ethening's solution](#)

293.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, math

[ethening's solution](#)

294.

908C

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

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

[ethening's solution](#)

295.

861B

[Which floor?](#) · [Tutorial](#)

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

[ethening's solution](#)

296.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · GNU C++ (first AC) · Tags: dp, games

[ethening's solution](#)

297.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: —

[ethening's solution](#)

298.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[ethening's solution](#)

299.

791C

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[ethening's solution](#)

300.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · FPC (first AC) · Tags: dp, implementation

[ethening's solution](#)

301.

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[ethening's solution](#)

302.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[ethening's solution](#)

303.

1886C

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

Quality: 16,600 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[ethening's solution](#)

304.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[ethening's solution](#)

305.

1861C

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

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[ethening's solution](#)

306.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ethening's solution](#)

307.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[ethening's solution](#)

308.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[ethening's solution](#)

309.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[ethening's solution](#)

310.

1227D1

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

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ethening's solution](#)

311.

1843E

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312.

1797C

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1798D

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1801A

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315.

1796C

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316.

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317.

1787C

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1782C

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1775C

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1530D

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321.

1539D

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322.

1537E1

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323.

1468K

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324.

1199C

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Rating: 1600 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: two pointers

[ethening's solution](#)

325.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

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326.

1096C

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327.

922C

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952C

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329.

1722F

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[ethening's solution](#)

330.

1476D

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Quality: 9,238 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

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331.

622C

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332.

1930C

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333.

1916D

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Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[ethening's solution](#)

334.

1893B

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Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ethening's solution](#)

335.

1889B

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Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ethening's solution](#)

336.

1881F

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Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[ethening's solution](#)

337.

339D

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338.

1879D

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339.

1868B1

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

Quality: 8,326 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[ethening's solution](#)

340.

1864D

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Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[ethening's solution](#)

341.

1406C

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Quality: 11,779 global accepts · Rating: 1700 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

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342.

596C

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343.

1849D

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Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ethening's solution](#)

344.

1850H

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345.

747E

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346.

32C

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[ethening's solution](#)

347.

1706D1

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348.

1400B

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349.

213A

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[ethening's solution](#)

350.

1237C1

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[ethening's solution](#)

351.

467C

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352.

1176E

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353.

1142A

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Quality: 3,581 global accepts · Rating: 1700 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ethening's solution](#)

354.

1835A

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Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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355.

1814B

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Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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356.

1810D

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Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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357.

1798C

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Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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358.

1799C

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Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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359.

1776F

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360.

1777C

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361.

1783C

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

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362.

1715C

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Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

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363.

1592C

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364.

1578H

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Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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365.

625A

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Quality: 5,664 global accepts · Rating: 1700 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: implementation, math

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366.

1129A1

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367.

498A

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Quality: 6,876 global accepts · Rating: 1700 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: geometry

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368.

729D

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369.

1537D

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370.

1538D

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371.

1468D

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372.

1468F

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373.

1620C

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374.

1930D1

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375.

1870D

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376.

1861D

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377.

1862F

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378.

1859D

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379.

1856E1

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380.

1851F

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381.

1852B

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382.

1852A

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Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
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383.

1227D2

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384.

1475D

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385.

1107D

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386.

1509C

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387.

1572A

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388.

1324F

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389.

1611F

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390.

1740E

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Quality: 5,075 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

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391.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

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392.

1848C

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Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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393.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[ethening's solution](#)

394.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[ethening's solution](#)

395.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[ethening's solution](#)

396.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[ethening's solution](#)

397.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ethening's solution](#)

398.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[ethening's solution](#)

399.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[ethening's solution](#)

400.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[ethening's solution](#)

401.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ethening's solution](#)

402.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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403.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ethening's solution](#)

404.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[ethening's solution](#)

405.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[ethening's solution](#)

406.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[ethening's solution](#)

407.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[ethening's solution](#)

408.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[ethening's solution](#)

409.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dp

[ethening's solution](#)

410.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-11-08 · GNU C++11 (first AC) · Tags: binary search, two pointers

[ethening's solution](#)

411.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: number theory

[ethening's solution](#)

412.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, interactive

[ethening's solution](#)

413.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, probabilities

[ethening's solution](#)

414.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[ethening's solution](#)

415.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[ethening's solution](#)

416.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[ethening's solution](#)

417.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[ethening's solution](#)

418.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[ethening's solution](#)

419.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[ethening's solution](#)

420.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[ethening's solution](#)

421.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[ethening's solution](#)

422.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ethening's solution](#)

423.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, number theory

[ethening's solution](#)

424.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[ethening's solution](#)

425.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[ethening's solution](#)

426.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[ethening's solution](#)

427.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ethening's solution](#)

428.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ethening's solution](#)

429.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[ethening's solution](#)

430.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[ethening's solution](#)

431.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[ethening's solution](#)

432.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[ethening's solution](#)

433.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ethening's solution](#)

434.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ethening's solution](#)

435.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[ethening's solution](#)

436.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[ethening's solution](#)

437.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, math

[ethening's solution](#)

438.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[ethening's solution](#)

439.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[ethening's solution](#)

440.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-04-01 · last AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, brute force, interactive

[ethening's solution](#)

441.

839B

[Game of the Rows](#) · [Tutorial](#)

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

[ethening's solution](#)

442.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-11-17 · FPC (first AC) · Tags: brute force, data structures, implementation, math, number theory

[ethening's solution](#)

443.

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2016-04-01 · FPC (first AC) · Tags: *special

[ethening's solution](#)

444.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-01 · FPC (first AC) · Tags: *special

[ethening's solution](#)

445.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ethening's solution](#)

446.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[ethening's solution](#)

447.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[ethening's solution](#)

448.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ethening's solution](#)

449.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[ethening's solution](#)

450.

1881G

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

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[ethening's solution](#)

451.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[ethening's solution](#)

452.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,487 global accepts · Rating: 2000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[ethening's solution](#)

453.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[ethening's solution](#)

454.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ethening's solution](#)

455.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[ethening's solution](#)

456.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[ethening's solution](#)

457.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[ethening's solution](#)

458.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[ethening's solution](#)

459.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[ethening's solution](#)

460.

1783D

[Different Arrays](#) · [Tutorial](#)

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

[ethening's solution](#)

461.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[ethening's solution](#)

462.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[ethening's solution](#)

463.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[ethening's solution](#)

464.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: geometry, implementation

[ethening's solution](#)

465.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special

[ethening's solution](#)

466.

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

[ethening's solution](#)

467.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[ethening's solution](#)

468.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ethening's solution](#)

469.

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

[ethening's solution](#)

470.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[ethening's solution](#)

471.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[ethening's solution](#)

472.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[ethening's solution](#)

473.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[ethening's solution](#)

474.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[ethening's solution](#)

475.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[ethening's solution](#)

476.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ethening's solution](#)

477.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[ethening's solution](#)

478.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[ethening's solution](#)

479.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[ethening's solution](#)

480.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ethening's solution](#)

481.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[ethening's solution](#)

482.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[ethening's solution](#)

483.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ethening's solution](#)

484.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[ethening's solution](#)

485.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ethening's solution](#)

486.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ethening's solution](#)

487.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[ethening's solution](#)

488.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[ethening's solution](#)

489.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[ethening's solution](#)

490.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search
[ethening's solution](#)

491.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[ethening's solution](#)

492.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[ethening's solution](#)

493.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation
[ethening's solution](#)

494.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math
[ethening's solution](#)

495.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp
[ethening's solution](#)

496.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[ethening's solution](#)

497.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[ethening's solution](#)

498.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[ethening's solution](#)

499.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
[ethening's solution](#)

500.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy

[ethening's solution](#)

501.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[ethening's solution](#)

502.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ethening's solution](#)

503.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings

[ethening's solution](#)

504.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[ethening's solution](#)

505.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ethening's solution](#)

506.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[ethening's solution](#)

507.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[ethening's solution](#)

508.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[ethening's solution](#)

509.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[ethening's solution](#)

510.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[ethening's solution](#)

511.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[ethening's solution](#)

512.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers

[ethening's solution](#)

513.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ethening's solution](#)

514.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[ethening's solution](#)

515.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[ethening's solution](#)

516.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[ethening's solution](#)

517.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[ethening's solution](#)

518.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[ethening's solution](#)

519.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[ethening's solution](#)

520.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[ethening's solution](#)

521.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ethening's solution](#)

522.

1783E

[Game of the Year](#) · [Tutorial](#)

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

[ethening's solution](#)

523.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[ethening's solution](#)

524.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[ethening's solution](#)

525.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ethening's solution](#)

526.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: graphs, greedy, interactive, shortest paths

[ethening's solution](#)

527.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: dp

[ethening's solution](#)

528.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[ethening's solution](#)

529.

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

[ethening's solution](#)

530.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[ethening's solution](#)

531.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[ethening's solution](#)

532.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ethening's solution](#)

533.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[ethening's solution](#)

534.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[ethening's solution](#)

535.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[ethening's solution](#)

536.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[ethening's solution](#)

537.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[ethening's solution](#)

538.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[ethening's solution](#)

539.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[ethening's solution](#)

540.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar,

graphs, shortest paths

[ethening's solution](#)

541.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[ethening's solution](#)

542.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[ethening's solution](#)

543.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[ethening's solution](#)

544.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[ethening's solution](#)

545.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[ethening's solution](#)

546.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[ethening's solution](#)

547.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[ethening's solution](#)

548.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[ethening's solution](#)

549.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[ethening's solution](#)

550.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[ethening's solution](#)

551.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-06 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[ethening's solution](#)

552.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths
[ethening's solution](#)

553.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[ethening's solution](#)

554.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[ethening's solution](#)

555.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees
[ethening's solution](#)

556.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[ethening's solution](#)

557.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[ethening's solution](#)

558.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[ethening's solution](#)

559.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[ethening's solution](#)

560.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data

structures, dfs and similar, greedy, math, sortings

[ethening's solution](#)

561.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ethening's solution](#)

562.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[ethening's solution](#)

563.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[ethening's solution](#)

564.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[ethening's solution](#)

565.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ethening's solution](#)

566.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[ethening's solution](#)

567.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ethening's solution](#)

568.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ethening's solution](#)

569.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[ethening's solution](#)

570.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[ethening's solution](#)

571.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[ethening's solution](#)

572.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[ethening's solution](#)

573.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[ethening's solution](#)

574.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[ethening's solution](#)

575.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[ethening's solution](#)

576.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[ethening's solution](#)

577.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[ethening's solution](#)

578.

1845F

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

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math, number theory

[ethening's solution](#)

579.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[ethening's solution](#)

580.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[ethening's solution](#)

581.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[ethening's solution](#)

582.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[ethening's solution](#)

583.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[ethening's solution](#)

584.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[ethening's solution](#)

585.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[ethening's solution](#)

586.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, communication

[ethening's solution](#)

587.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[ethening's solution](#)

588.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks

[ethening's solution](#)

589.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, brute force, games, interactive

[ethening's solution](#)

590.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[ethening's solution](#)

591.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special, strings

[ethening's solution](#)

592.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special, graph matchings, implementation
[ethening's solution](#)

593.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, binary search, brute force
[ethening's solution](#)

594.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, number theory
[ethening's solution](#)

595.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory
[ethening's solution](#)

596.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry
[ethening's solution](#)

597.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, geometry
[ethening's solution](#)

598.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, games, interactive
[ethening's solution](#)

599.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, string suffix structures
[ethening's solution](#)

600.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation, strings
[ethening's solution](#)

601.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: *special, implementation
[ethening's solution](#)

602.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[ethening's solution](#)

603.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, binary search, dfs and similar, math

[ethening's solution](#)

604.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[ethening's solution](#)

605.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[ethening's solution](#)

606.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[ethening's solution](#)

607.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: *special, strings

[ethening's solution](#)

608.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

609.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

610.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

611.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

612.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

613.

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

614.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

615.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

616.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

617.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

618.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

619.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

620.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

621.

101981C

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

Rating: — · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

622.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

623.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

624.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

625.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

626.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

627.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

628.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

629.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

630.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

631.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

632.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

633.

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

634.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

635.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

636.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

637.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

638.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

639.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

640.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

641.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

642.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

643.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

644.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

645.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

646.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

647.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

648.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

649.

102028E

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

Rating: — · first AC: 2023-12-26 · Python 3 (first AC) · Tags: —

[ethening's solution](#)

650.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

651.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

652.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

653.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

654.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

655.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

656.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

657.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

658.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

659.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

660.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

661.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

662.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

663.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

664.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

665.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

666.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

667.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

668.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

669.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

670.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

671.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

672.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

673.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

674.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

675.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

676.

104813H

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

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

677.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

678.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

679.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

680.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

681.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

682.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

683.

104785E

[Enchanted Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

684.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

685.

104785H

[History in Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

686.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

687.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

688.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

689.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

690.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

691.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

692.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

693.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

694.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

695.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

696.

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

697.

104787B

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

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

698.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

699.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

700.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

701.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

702.

104787D

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

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

703.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

704.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

705.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

706.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

707.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

708.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

709.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

710.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

711.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

712.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

713.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

714.

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

715.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

716.

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

717.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

718.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

719.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

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720.

101986J

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Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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721.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

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722.

101986E

[Black or White](#) · [Tutorial](#)

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723.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

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724.

101986C

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101986F

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Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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726.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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727.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

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728.

104417C

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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729.

104417F

[Colorful Segments](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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730.

104417K

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

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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731.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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732.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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733.

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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734.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

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735.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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736.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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737.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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738.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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739.

104417A

[Orders](#) · [Tutorial](#)

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740.

103640E

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Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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741.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

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742.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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743.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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744.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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745.

103640I

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Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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746.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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747.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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748.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

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749.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

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750.

103931B

[Bracket Query](#) · [Tutorial](#)

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751.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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752.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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753.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

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754.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

755.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethening's solution](#)

756.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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757.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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758.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

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759.

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[Count Hamiltonian Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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760.

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[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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761.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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762.

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764.

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

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[Excellent XOR Problem](#) · [Tutorial](#)

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769.

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[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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770.

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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771.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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772.

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773.

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[Live Love](#) · [Tutorial](#)

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[Introversion](#) · [Tutorial](#)

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779.

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780.

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104619E

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Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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782.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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783.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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784.

104619K

[Kick](#) · [Tutorial](#)

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785.

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104207G

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104207C

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Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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104207E

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Rating: — · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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794.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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795.

104252J

[Joining a Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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796.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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797.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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798.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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799.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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801.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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802.

104252A

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Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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803.

104252M

[Maze in Bolt](#) · [Tutorial](#)

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804.

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104270F

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104270C

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104270M

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814.

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815.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

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816.

104337I

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Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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817.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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818.

104337J

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819.

104337H

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104337F

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821.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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822.

104337M

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

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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823.

104460G

[Paper-cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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824.

104460A

[Digit Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

825.

104460D

[Pick Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

826.

104460K

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

827.

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

828.

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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829.

104460I

[Unrooted Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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830.

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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831.

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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832.

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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833.

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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834.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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835.

104369L

[Classic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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836.

104369G

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

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

837.

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

838.

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

839.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

840.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

841.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

842.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

843.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

844.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

845.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

846.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

847.

104369A

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

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

848.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

849.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

850.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

851.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

852.

104396K

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

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

853.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

854.

104396J

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

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

855.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

856.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

857.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[ethening's solution](#)

858.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, constructive algorithms, geometry, math

[ethening's solution](#)

859.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[ethening's solution](#)

860.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation

[ethening's solution](#)

861.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, constructive algorithms, math, number theory

[ethening's solution](#)

862.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, expression parsing, strings

[ethening's solution](#)

863.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

864.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

865.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

866.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

867.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

868.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

869.

104008C

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

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

870.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

871.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

872.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

873.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

874.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

875.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

876.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

877.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

878.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

879.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

880.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

881.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

882.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

883.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

884.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

885.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

886.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

887.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

888.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

889.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

890.

104064G

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

Rating: — · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

891.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

892.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

893.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

894.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

895.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

896.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

897.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

898.

104114I

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

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

899.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

900.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

901.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

902.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

903.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

904.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

905.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethening's solution](#)

906.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

907.

104118E

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

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

908.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

909.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

910.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

911.

104118C

[Conform Conform](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

912.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

913.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

914.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

915.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

916.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

917.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

918.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

919.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

920.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

921.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

922.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

923.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

924.

104021N

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

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

925.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

926.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

927.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

928.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

929.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

930.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

931.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

932.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

933.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

934.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

935.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

936.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

937.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

938.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

939.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

940.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

941.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

942.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[ethening's solution](#)

943.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

944.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

945.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

946.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

947.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

948.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

949.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

950.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

951.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

952.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

953.

102992H

[Harmonious Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

954.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethening's solution](#)

955.

102992E

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986.

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987.

102900M

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Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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988.

102900C

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Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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989.

102900B

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997.

103443I

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103443M

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1005.

103202H

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103202I

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1007.

103202K

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1008.

103202F

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1009.

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1010.

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1011.

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1012.

103427B

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1013.

103427F

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1014.

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1015.

103446I

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1016.

103446D

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1017.

103446G

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1018.

103446E

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1019.

103069F

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1020.

102452G

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1021.

102452D

[Defining Labels](#) · [Tutorial](#)

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1022.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1023.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

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1024.

1145A

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Quality: 9,266 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

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