

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

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# Unique solved — fedimser

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 1,757

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,097 global accepts · Rating: 800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)  
[fedimser's solution](#)

2.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 800 · first AC: 2026-03-15 · Rust 2024 (first AC) · Tags: [math](#)  
[fedimser's solution](#)

3.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,472 global accepts · Rating: 800 · first AC: 2026-03-15 · Rust 2024 (first AC) · Tags: [math](#), [number theory](#)  
[fedimser's solution](#)

4.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,494 global accepts · Rating: 800 · first AC: 2026-03-02 · Rust 2024 (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [sortings](#)  
[fedimser's solution](#)

5.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,154 global accepts · Rating: 800 · first AC: 2026-03-02 · Rust 2024 (first AC) · Tags: [greedy](#)  
[fedimser's solution](#)

6.

59A

[Word](#) · [Tutorial](#)

Quality: 227,992 global accepts · Rating: 800 · first AC: 2026-02-22 · last AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [strings](#)  
[fedimser's solution](#)

7.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,082 global accepts · Rating: 800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#), [math](#)  
[fedimser's solution](#)

8.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#)  
[fedimser's solution](#)

9.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2026-01-01 · PyPy 3-64 (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [strings](#)  
[fedimser's solution](#)

**10.**

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,255 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[fedimser's solution](#)

**11.**

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[fedimser's solution](#)

**12.**

2179A

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

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-25 · PyPy 3 (first AC) · Tags: math, strings  
[fedimser's solution](#)

**13.**

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-12-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[fedimser's solution](#)

**14.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 800 · first AC: 2025-09-15 · Scala (first AC) · Tags: brute force, constructive algorithms  
[fedimser's solution](#)

**15.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,305 global accepts · Rating: 800 · first AC: 2025-09-15 · Scala (first AC) · Tags: strings  
[fedimser's solution](#)

**16.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-06-20 · Python 3 (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**17.**

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-21 · PyPy 3-64 (first AC) · Tags: graph matchings, greedy  
[fedimser's solution](#)

**18.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**19.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,766 global accepts · Rating: 800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math  
[fedimser's solution](#)

**20.**

2051A

[Preparing for the Olympiad](#) · [Tutorial](#)

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[fedimser's solution](#)

**21.**

2037B

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

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[fedimser's solution](#)

**22.**

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: implementation  
[fedimser's solution](#)

**23.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[fedimser's solution](#)

**24.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,960 global accepts · Rating: 800 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**25.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-09-28 · PyPy 3-64 (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**26.**

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math  
[fedimser's solution](#)

**27.**

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math  
[fedimser's solution](#)

**28.**

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: math  
[fedimser's solution](#)

**29.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[fedimser's solution](#)

**30.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: brute force, implementation  
[fedimser's solution](#)

**31.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: brute force, math  
[fedimser's solution](#)

- 32.**  
1809A  
[Garland](#) · [Tutorial](#)  
Quality: 25,175 global accepts · Rating: 800 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: implementation  
[fedimser's solution](#)
- 33.**  
1814A  
[Coins](#) · [Tutorial](#)  
Quality: 51,475 global accepts · Rating: 800 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: implementation, math  
[fedimser's solution](#)
- 34.**  
1821A  
[Matching](#) · [Tutorial](#)  
Quality: 21,188 global accepts · Rating: 800 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[fedimser's solution](#)
- 35.**  
1837A  
[Grasshopper on a Line](#) · [Tutorial](#)  
Quality: 54,859 global accepts · Rating: 800 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)
- 36.**  
1969A  
[Two Friends](#) · [Tutorial](#)  
Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[fedimser's solution](#)
- 37.**  
1986A  
[X Axis](#) · [Tutorial](#)  
Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-29 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math, sortings  
[fedimser's solution](#)
- 38.**  
1841A  
[Game with Board](#) · [Tutorial](#)  
Quality: 25,991 global accepts · Rating: 800 · first AC: 2024-06-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games  
[fedimser's solution](#)
- 39.**  
1845A  
[Forbidden Integer](#) · [Tutorial](#)  
Quality: 47,385 global accepts · Rating: 800 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[fedimser's solution](#)
- 40.**  
1985A  
[Creating Words](#) · [Tutorial](#)  
Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[fedimser's solution](#)
- 41.**  
1985B  
[Maximum Multiple Sum](#) · [Tutorial](#)  
Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[fedimser's solution](#)
- 42.**  
1849A  
[Morning Sandwich](#) · [Tutorial](#)  
Quality: 32,116 global accepts · Rating: 800 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: implementation, math

[fedimser's solution](#)

**43.**

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**44.**

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[fedimser's solution](#)

**45.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: implementation, math

[fedimser's solution](#)

**46.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: implementation

[fedimser's solution](#)

**47.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,459 global accepts · Rating: 800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: implementation

[fedimser's solution](#)

**48.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[fedimser's solution](#)

**49.**

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[fedimser's solution](#)

**50.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[fedimser's solution](#)

**51.**

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[fedimser's solution](#)

**52.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[fedimser's solution](#)

**53.**

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-29 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[fedimser's solution](#)

**54.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-27 · PyPy 3-64 (first AC) · Tags: math

[fedimser's solution](#)

**55.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**56.**

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[fedimser's solution](#)

**57.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,925 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fedimser's solution](#)

**58.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

**59.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,373 global accepts · Rating: 800 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[fedimser's solution](#)

**60.**

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[fedimser's solution](#)

**61.**

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-05-12 · PyPy 3-64 (first AC) · Tags: brute force, math

[fedimser's solution](#)

**62.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**63.**

1971A

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

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-05-10 · PyPy 3 (first AC) · Tags: implementation, sortings

[fedimser's solution](#)

**64.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[fedimser's solution](#)

**65.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fedimser's solution](#)

**66.**

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[fedimser's solution](#)

**67.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[fedimser's solution](#)

**68.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-05-05 · PyPy 3-64 (first AC) · Tags: math

[fedimser's solution](#)

**69.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-05-04 · PyPy 3-64 (first AC) · Tags: implementation

[fedimser's solution](#)

**70.**

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[fedimser's solution](#)

**71.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[fedimser's solution](#)

**72.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**73.**

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-17 · PyPy 3-64 (first AC) · Tags: games, greedy

[fedimser's solution](#)

**74.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, games, greedy

[fedimser's solution](#)

**75.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms  
[fedimser's solution](#)

**76.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**77.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[fedimser's solution](#)

**78.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,163 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[fedimser's solution](#)

**79.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation  
[fedimser's solution](#)

**80.**

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation  
[fedimser's solution](#)

**81.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,192 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation  
[fedimser's solution](#)

**82.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**83.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**84.**

1878A

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

Quality: 78,709 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[fedimser's solution](#)

**85.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**86.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,442 global accepts · Rating: 800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[fedimser's solution](#)

**87.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fedimser's solution](#)

**88.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,373 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[fedimser's solution](#)

**89.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[fedimser's solution](#)

**90.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[fedimser's solution](#)

**91.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[fedimser's solution](#)

**92.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fedimser's solution](#)

**93.**

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[fedimser's solution](#)

**94.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

**95.**

1782A

[Parallel Projection](#) · [Tutorial](#)

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

[fedimser's solution](#)

**96.**

1783A

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

Quality: 48,758 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[fedimser's solution](#)

**97.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**98.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,334 global accepts · Rating: 800 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[fedimser's solution](#)

**99.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[fedimser's solution](#)

**100.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[fedimser's solution](#)

**101.**

1754A

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

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[fedimser's solution](#)

**102.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**103.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**104.**

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: math  
[fedimser's solution](#)

**105.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,061 global accepts · Rating: 800 · first AC: 2022-12-24 · Rust 2021 (first AC) · Tags: brute force, implementation  
[fedimser's solution](#)

**106.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-23 · last AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[fedimser's solution](#)

**107.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[fedimser's solution](#)

**108.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[fedimser's solution](#)

**109.**

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[fedimser's solution](#)

**110.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[fedimser's solution](#)

**111.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[fedimser's solution](#)

**112.**

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[fedimser's solution](#)

**113.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[fedimser's solution](#)

**114.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[fedimser's solution](#)

**115.**

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-27 · last AC: 2022-12-11 · Rust 2021 (first AC) · Tags: constructive algorithms, strings

[fedimser's solution](#)

**116.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,951 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[fedimser's solution](#)

**117.**

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[fedimser's solution](#)

**118.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[fedimser's solution](#)

**119.**

1690A

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

Quality: 35,635 global accepts · Rating: 800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

**120.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**121.**

1690C

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

Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[fedimser's solution](#)

**122.**

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**123.**

1702B

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

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**124.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[fedimser's solution](#)

**125.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**126.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[fedimser's solution](#)

**127.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[fedimser's solution](#)

**128.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,190 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[fedimser's solution](#)

**129.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,265 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[fedimser's solution](#)

**130.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[fedimser's solution](#)

**131.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[fedimser's solution](#)

**132.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math  
[fedimser's solution](#)

**133.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fedimser's solution](#)

**134.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fedimser's solution](#)

**135.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**136.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**137.**

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[fedimser's solution](#)

**138.**

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fedimser's solution](#)

**139.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[fedimser's solution](#)

**140.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[fedimser's solution](#)

**141.**

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[fedimser's solution](#)

**142.**

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[fedimser's solution](#)

**143.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**144.**

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**145.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[fedimser's solution](#)

**146.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation  
[fedimser's solution](#)

**147.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[fedimser's solution](#)

**148.**

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**149.**

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[fedimser's solution](#)

**150.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[fedimser's solution](#)

**151.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[fedimser's solution](#)

**152.**

1551A

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

Quality: 58,365 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**153.**

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[fedimser's solution](#)

**154.**

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**155.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**156.**

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math  
[fedimser's solution](#)

**157.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**158.**

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**159.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[fedimser's solution](#)

**160.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**161.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy

[fedimser's solution](#)

**162.**

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[fedimser's solution](#)

**163.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**164.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[fedimser's solution](#)

**165.**

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[fedimser's solution](#)

**166.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[fedimser's solution](#)

**167.**

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[fedimser's solution](#)

**168.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[fedimser's solution](#)

**169.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**170.**

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[fedimser's solution](#)

**171.**

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[fedimser's solution](#)

**172.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**173.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fedimser's solution](#)

**174.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,099 global accepts · Rating: 800 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[fedimser's solution](#)

**175.**

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[fedimser's solution](#)

**176.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fedimser's solution](#)

**177.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[fedimser's solution](#)

**178.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[fedimser's solution](#)

**179.**

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,014 global accepts · Rating: 800 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[fedimser's solution](#)

**180.**

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[fedimser's solution](#)

**181.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**182.**

1473A

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

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[fedimser's solution](#)

**183.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,852 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[fedimser's solution](#)

**184.**

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**185.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**186.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**187.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[fedimser's solution](#)

**188.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fedimser's solution](#)

**189.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,659 global accepts · Rating: 800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**190.**

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[fedimser's solution](#)

**191.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[fedimser's solution](#)

**192.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[fedimser's solution](#)

**193.**

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**194.**

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities  
[fedimser's solution](#)

**195.**

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**196.**

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,683 global accepts · Rating: 800 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**197.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**198.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fedimser's solution](#)

**199.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**200.**

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[fedimser's solution](#)

**201.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fedimser's solution](#)

**202.**

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[fedimser's solution](#)

**203.**

1451A

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

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**204.**

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[fedimser's solution](#)

**205.**

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 800 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities  
[fedimser's solution](#)

**206.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings  
[fedimser's solution](#)

**207.**

1462A

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

Quality: 48,979 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[fedimser's solution](#)

**208.**

1455A

[Strange Functions](#) · [Tutorial](#)

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[fedimser's solution](#)

**209.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**210.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[fedimser's solution](#)

**211.**

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,275 global accepts · Rating: 800 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**212.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,279 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[fedimser's solution](#)

**213.**

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**214.**

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**215.**

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings  
[fedimser's solution](#)

**216.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[fedimser's solution](#)

**217.**

71A

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

Quality: 503,378 global accepts · Rating: 800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[fedimser's solution](#)

**218.**

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-07-05 · last AC: 2020-07-05 · PyPy 3 (first AC) · Tags: math  
[fedimser's solution](#)

**219.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fedimser's solution](#)

**220.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,814 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**221.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**222.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**223.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[fedimser's solution](#)

**224.**

1283A

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

Quality: 61,306 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**225.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[fedimser's solution](#)

**226.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**227.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[fedimser's solution](#)

**228.**

1209A

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

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

**229.**

1212A

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

Rating: 800 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[fedimser's solution](#)

**230.**

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[fedimser's solution](#)

**231.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[fedimser's solution](#)

**232.**

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy  
[fedimser's solution](#)

**233.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[fedimser's solution](#)

**234.**

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**235.**

1003A

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

Quality: 29,986 global accepts · Rating: 800 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**236.**

1006A

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

Quality: 22,874 global accepts · Rating: 800 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**237.**

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**238.**

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**239.**

1104A

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

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

**240.**

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**241.**

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**242.**

1102A

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

Quality: 26,616 global accepts · Rating: 800 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math  
[fedimser's solution](#)

**243.**

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,170 global accepts · Rating: 800 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math  
[fedimser's solution](#)

**244.**

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**245.**

1097A

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

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[fedimser's solution](#)

**246.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[fedimser's solution](#)

**247.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,034 global accepts · Rating: 800 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[fedimser's solution](#)

**248.**

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[fedimser's solution](#)

**249.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**250.**

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**251.**

1087A

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

Rating: 800 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[fedimser's solution](#)

**252.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**253.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[fedimser's solution](#)

**254.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**255.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[fedimser's solution](#)

**256.**

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[fedimser's solution](#)

**257.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**258.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**259.**

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**260.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**261.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[fedimser's solution](#)

**262.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**263.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,951 global accepts · Rating: 800 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**264.**

1002A1

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

Quality: 929 global accepts · Rating: 800 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**265.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**266.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[fedimser's solution](#)

**267.**

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**268.**

959A

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

Quality: 55,676 global accepts · Rating: 800 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
[fedimser's solution](#)

**269.**

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,977 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math  
[fedimser's solution](#)

**270.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[fedimser's solution](#)

**271.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**272.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[fedimser's solution](#)

**273.**

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[fedimser's solution](#)

**274.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**275.**

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[fedimser's solution](#)

**276.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**277.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: implementation  
[fedimser's solution](#)

**278.**

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,398 global accepts · Rating: 800 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**279.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,382 global accepts · Rating: 800 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: implementation  
[fedimser's solution](#)

**280.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,110 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths  
[fedimser's solution](#)

**281.**

266A

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

Quality: 244,626 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: implementation  
[fedimser's solution](#)

**282.**

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 800 · first AC: 2012-04-21 · Delphi (first AC) · Tags: implementation  
[fedimser's solution](#)

**283.**

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,502 global accepts · Rating: 800 · first AC: 2012-04-21 · FPC (first AC) · Tags: implementation  
[fedimser's solution](#)

**284.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 900 · first AC: 2026-03-15 · Rust 2024 (first AC) · Tags: implementation, sortings  
[fedimser's solution](#)

**285.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,739 global accepts · Rating: 900 · first AC: 2026-03-02 · Rust 2024 (first AC) · Tags: brute force, greedy, strings  
[fedimser's solution](#)

**286.**

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[fedimser's solution](#)

**287.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,494 global accepts · Rating: 900 · first AC: 2025-09-15 · Scala (first AC) · Tags: math  
[fedimser's solution](#)

**288.**

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fedimser's solution](#)

**289.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2024-06-16 · PyPy 3-64 (first AC) · Tags: geometry, implementation, math  
[fedimser's solution](#)

**290.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**291.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2024-06-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings  
[fedimser's solution](#)

**292.**

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2024-05-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**293.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-05-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[fedimser's solution](#)

**294.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math  
[fedimser's solution](#)

**295.**

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[fedimser's solution](#)

**296.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-05-13 · PyPy 3-64 (first AC) · Tags: games  
[fedimser's solution](#)

**297.**

1941C

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

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[fedimser's solution](#)

**298.**

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[fedimser's solution](#)

**299.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[fedimser's solution](#)

**300.**

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[fedimser's solution](#)

**301.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: math  
[fedimser's solution](#)

**302.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**303.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy  
[fedimser's solution](#)

**304.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[fedimser's solution](#)

**305.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**306.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[fedimser's solution](#)

**307.**

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[fedimser's solution](#)

**308.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-27 · Rust 2021 (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**309.**

1714A

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

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fedimser's solution](#)

**310.**

1696B

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

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**311.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

**312.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[fedimser's solution](#)

**313.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[fedimser's solution](#)

**314.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[fedimser's solution](#)

### 315.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[fedimser's solution](#)

### 316.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

### 317.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fedimser's solution](#)

### 318.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[fedimser's solution](#)

### 319.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,374 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[fedimser's solution](#)

### 320.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fedimser's solution](#)

### 321.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[fedimser's solution](#)

### 322.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

[fedimser's solution](#)

### 323.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

### 324.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[fedimser's solution](#)

**325.**

1475B

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

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[fedimser's solution](#)

**326.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[fedimser's solution](#)

**327.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[fedimser's solution](#)

**328.**

1471A

[Strange Partition](#) · [Tutorial](#)

Quality: 38,220 global accepts · Rating: 900 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[fedimser's solution](#)

**329.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**330.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**331.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**332.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**333.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**334.**

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  
[fedimser's solution](#)

**335.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings  
[fedimser's solution](#)

**336.**

556A

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

Quality: 46,396 global accepts · Rating: 900 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**337.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[fedimser's solution](#)

**338.**

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[fedimser's solution](#)

**339.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[fedimser's solution](#)

**340.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[fedimser's solution](#)

**341.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,594 global accepts · Rating: 900 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: math

[fedimser's solution](#)

**342.**

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**343.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[fedimser's solution](#)

**344.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**345.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[fedimser's solution](#)

**346.**

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[fedimser's solution](#)

**347.**

1238A

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

Quality: 28,067 global accepts · Rating: 900 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[fedimser's solution](#)

**348.**

1212B

[Two-gram](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[fedimser's solution](#)

**349.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,604 global accepts · Rating: 900 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: math  
[fedimser's solution](#)

**350.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math  
[fedimser's solution](#)

**351.**

1187A

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

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: math  
[fedimser's solution](#)

**352.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**353.**

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[fedimser's solution](#)

**354.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math  
[fedimser's solution](#)

**355.**

1106C

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

Quality: 15,914 global accepts · Rating: 900 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings  
[fedimser's solution](#)

**356.**

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[fedimser's solution](#)

**357.**

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[fedimser's solution](#)

**358.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[fedimser's solution](#)

**359.**

1095B

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

Quality: 24,340 global accepts · Rating: 900 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**360.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[fedimser's solution](#)

**361.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[fedimser's solution](#)

**362.**

1080B

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

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[fedimser's solution](#)

**363.**

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[fedimser's solution](#)

**364.**

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[fedimser's solution](#)

**365.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[fedimser's solution](#)

**366.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

**367.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[fedimser's solution](#)

**368.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[fedimser's solution](#)

**369.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**370.**

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[fedimser's solution](#)

**371.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[fedimser's solution](#)

**372.**

916A

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

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[fedimser's solution](#)

**373.**

915A

[Garden](#) · [Tutorial](#)

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

[fedimser's solution](#)

**374.**

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[fedimser's solution](#)

**375.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[fedimser's solution](#)

**376.**

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,054 global accepts · Rating: 900 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: implementation, number theory

[fedimser's solution](#)

**377.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,067 global accepts · Rating: 900 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: implementation

[fedimser's solution](#)

**378.**

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 900 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: implementation

[fedimser's solution](#)

**379.**

2203B

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

Quality: 14,317 global accepts · Rating: 1000 · first AC: 2026-03-15 · Rust 2024 (first AC) · Tags: bitmasks, dp, fft, greedy, math

[fedimser's solution](#)

**380.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1000 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[fedimser's solution](#)

**381.**

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[fedimser's solution](#)

**382.**

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[fedimser's solution](#)

**383.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation

[fedimser's solution](#)

**384.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-09-28 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[fedimser's solution](#)

**385.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[fedimser's solution](#)

**386.**

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

**387.**

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

**388.**

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[fedimser's solution](#)

**389.**

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**390.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fedimser's solution](#)

**391.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2024-06-09 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings  
[fedimser's solution](#)

**392.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy  
[fedimser's solution](#)

**393.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-29 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, sortings  
[fedimser's solution](#)

**394.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[fedimser's solution](#)

**395.**

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[fedimser's solution](#)

**396.**

1955B

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

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-05-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, implementation, sortings  
[fedimser's solution](#)

**397.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[fedimser's solution](#)

**398.**

1861B

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

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

**399.**

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[fedimser's solution](#)

**400.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[fedimser's solution](#)

#### 401.

1790C

[Permutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[fedimser's solution](#)

#### 402.

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

[fedimser's solution](#)

#### 403.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

#### 404.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[fedimser's solution](#)

#### 405.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[fedimser's solution](#)

#### 406.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-24 · Rust 2021 (first AC) · Tags: implementation

[fedimser's solution](#)

#### 407.

1772C

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

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[fedimser's solution](#)

#### 408.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[fedimser's solution](#)

#### 409.

1690D

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

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[fedimser's solution](#)

#### 410.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**411.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[fedimser's solution](#)

**412.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[fedimser's solution](#)

**413.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[fedimser's solution](#)

**414.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,044 global accepts · Rating: 1000 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[fedimser's solution](#)

**415.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-12-06 · last AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[fedimser's solution](#)

**416.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[fedimser's solution](#)

**417.**

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[fedimser's solution](#)

**418.**

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[fedimser's solution](#)

**419.**

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory  
[fedimser's solution](#)

**420.**

1490B

[Balanced Remainders](#) · [Tutorial](#)

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[fedimser's solution](#)

**421.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,151 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[fedimser's solution](#)

**422.**

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[fedimser's solution](#)

**423.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[fedimser's solution](#)

**424.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fedimser's solution](#)

**425.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fedimser's solution](#)

**426.**

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

**427.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[fedimser's solution](#)

**428.**

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[fedimser's solution](#)

**429.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[fedimser's solution](#)

**430.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[fedimser's solution](#)

**431.**

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[fedimser's solution](#)

**432.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 1000 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: greedy, strings

[fedimser's solution](#)

**433.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**434.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[fedimser's solution](#)

**435.**

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**436.**

1244B

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

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[fedimser's solution](#)

**437.**

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1000 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: implementation

[fedimser's solution](#)

**438.**

1155A

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

Quality: 25,982 global accepts · Rating: 1000 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[fedimser's solution](#)

**439.**

1133A

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

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation

[fedimser's solution](#)

**440.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[fedimser's solution](#)

**441.**

1107B

[Digital root](#) · [Tutorial](#)

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

[fedimser's solution](#)

**442.**

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**443.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[fedimser's solution](#)

**444.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[fedimser's solution](#)

**445.**

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[fedimser's solution](#)

**446.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fedimser's solution](#)

**447.**

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[fedimser's solution](#)

**448.**

1084A

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

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[fedimser's solution](#)

**449.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**450.**

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[fedimser's solution](#)

**451.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**452.**

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[fedimser's solution](#)

**453.**

991A

[If at first you don't succeed... · Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**454.**

990A

[Commentary Boxes · Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**455.**

981B

[Businessmen Problems · Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[fedimser's solution](#)

**456.**

920A

[Water The Garden · Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**457.**

1A

[Theatre Square · Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: math  
[fedimser's solution](#)

**458.**

831A

[Unimodal Array · Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**459.**

804A

[Find Amir · Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[fedimser's solution](#)

**460.**

725A

[Jumping Ball · Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation  
[fedimser's solution](#)

**461.**

724A

[Checking the Calendar · Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation  
[fedimser's solution](#)

**462.**

641A

[Little Artem and Grasshopper · Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation  
[fedimser's solution](#)

**463.**

637A

[Voting for Photos · Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, implementation  
[fedimser's solution](#)

**464.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,274 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[fedimser's solution](#)

**465.**

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2012-04-21 · Delphi (first AC) · Tags: number theory

[fedimser's solution](#)

**466.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[fedimser's solution](#)

**467.**

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-03-15 · Rust 2024 (first AC) · Tags: dp, greedy

[fedimser's solution](#)

**468.**

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,244 global accepts · Rating: 1100 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[fedimser's solution](#)

**469.**

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[fedimser's solution](#)

**470.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,868 global accepts · Rating: 1100 · first AC: 2025-09-15 · Scala (first AC) · Tags: greedy, strings, two pointers

[fedimser's solution](#)

**471.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[fedimser's solution](#)

**472.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-09-28 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[fedimser's solution](#)

**473.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[fedimser's solution](#)

**474.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: implementation, math

[fedimser's solution](#)

**475.**

1821B

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

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[fedimser's solution](#)

**476.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[fedimser's solution](#)

**477.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fedimser's solution](#)

**478.**

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[fedimser's solution](#)

**479.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[fedimser's solution](#)

**480.**

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**481.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[fedimser's solution](#)

**482.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[fedimser's solution](#)

**483.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[fedimser's solution](#)

**484.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[fedimser's solution](#)

**485.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[fedimser's solution](#)

**486.**

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fedimser's solution](#)

**487.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[fedimser's solution](#)

**488.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[fedimser's solution](#)

**489.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[fedimser's solution](#)

**490.**

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[fedimser's solution](#)

**491.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[fedimser's solution](#)

**492.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[fedimser's solution](#)

**493.**

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

**494.**

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[fedimser's solution](#)

**495.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory  
[fedimser's solution](#)

**496.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**497.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings  
[fedimser's solution](#)

**498.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths  
[fedimser's solution](#)

**499.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[fedimser's solution](#)

**500.**

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[fedimser's solution](#)

**501.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[fedimser's solution](#)

**502.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings  
[fedimser's solution](#)

**503.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[fedimser's solution](#)

**504.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[fedimser's solution](#)

**505.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[fedimser's solution](#)

**506.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[fedimser's solution](#)

**507.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[fedimser's solution](#)

**508.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[fedimser's solution](#)

**509.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[fedimser's solution](#)

**510.**

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[fedimser's solution](#)

**511.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[fedimser's solution](#)

**512.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[fedimser's solution](#)

**513.**

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[fedimser's solution](#)

**514.**

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[fedimser's solution](#)

**515.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[fedimser's solution](#)

**516.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math  
[fedimser's solution](#)

**517.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**518.**

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[fedimser's solution](#)

**519.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[fedimser's solution](#)

**520.**

1335C

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

Quality: 38,970 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[fedimser's solution](#)

**521.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fedimser's solution](#)

**522.**

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[fedimser's solution](#)

**523.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**524.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: data structures, implementation  
[fedimser's solution](#)

**525.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: math  
[fedimser's solution](#)

**526.**

1119A

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

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

**527.**

1115G1

[AND oracle](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 1100 · first AC: 2019-02-23 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**528.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[fedimser's solution](#)

**529.**

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[fedimser's solution](#)

**530.**

1105B

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

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

[fedimser's solution](#)

**531.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

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

[fedimser's solution](#)

**532.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[fedimser's solution](#)

**533.**

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[fedimser's solution](#)

**534.**

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[fedimser's solution](#)

**535.**

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**536.**

1001A

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

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**537.**

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,981 global accepts · Rating: 1100 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**538.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[fedimser's solution](#)

**539.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[fedimser's solution](#)

**540.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[fedimser's solution](#)

**541.**

902A

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

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**542.**

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, math

[fedimser's solution](#)

**543.**

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**544.**

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[fedimser's solution](#)

**545.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: dp, implementation

[fedimser's solution](#)

**546.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: implementation, sortings

[fedimser's solution](#)

**547.**

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: brute force, implementation

[fedimser's solution](#)

**548.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[fedimser's solution](#)

**549.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-09-15 · Scala (first AC) · Tags: bitmasks

[fedimser's solution](#)

**550.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-20 · Python 3 (first AC) · Tags: constructive algorithms, math

[fedimser's solution](#)

**551.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[fedimser's solution](#)

**552.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[fedimser's solution](#)

**553.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[fedimser's solution](#)

**554.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[fedimser's solution](#)

**555.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[fedimser's solution](#)

**556.**

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-29 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[fedimser's solution](#)

**557.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[fedimser's solution](#)

**558.**

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-05-14 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[fedimser's solution](#)

**559.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fedimser's solution](#)

**560.**

1941D

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

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[fedimser's solution](#)

**561.**

1945C

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

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[fedimser's solution](#)

**562.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[fedimser's solution](#)

**563.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[fedimser's solution](#)

**564.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**565.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[fedimser's solution](#)

**566.**

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fedimser's solution](#)

**567.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[fedimser's solution](#)

**568.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: games

[fedimser's solution](#)

**569.**

1763B

[Incinerate](#) · [Tutorial](#)

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

[fedimser's solution](#)

### 570.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

### 571.

1679B

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

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[fedimser's solution](#)

### 572.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

### 573.

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

### 574.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search  
[fedimser's solution](#)

### 575.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers  
[fedimser's solution](#)

### 576.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees  
[fedimser's solution](#)

### 577.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings  
[fedimser's solution](#)

### 578.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[fedimser's solution](#)

### 579.

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings  
[fedimser's solution](#)

**580.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[fedimser's solution](#)

**581.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[fedimser's solution](#)

**582.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[fedimser's solution](#)

**583.**

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

[fedimser's solution](#)

**584.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[fedimser's solution](#)

**585.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fedimser's solution](#)

**586.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[fedimser's solution](#)

**587.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[fedimser's solution](#)

**588.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fedimser's solution](#)

**589.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[fedimser's solution](#)

**590.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings  
[fedimser's solution](#)

**591.**

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**592.**

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[fedimser's solution](#)

**593.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**594.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fedimser's solution](#)

**595.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**596.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

**597.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fedimser's solution](#)

**598.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[fedimser's solution](#)

**599.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[fedimser's solution](#)

**600.**

1212C

[Less or Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, sortings

[fedimser's solution](#)

**601.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: math

[fedimser's solution](#)

**602.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[fedimser's solution](#)

**603.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[fedimser's solution](#)

**604.**

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[fedimser's solution](#)

**605.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: sortings, two pointers

[fedimser's solution](#)

**606.**

1133B

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

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: math, number theory

[fedimser's solution](#)

**607.**

1006C

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

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[fedimser's solution](#)

**608.**

1006B

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

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[fedimser's solution](#)

**609.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**610.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,850 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[fedimser's solution](#)

**611.**

1029B

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

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[fedimser's solution](#)

**612.**

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math  
[fedimser's solution](#)

**613.**

1102C

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

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: games  
[fedimser's solution](#)

**614.**

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: math  
[fedimser's solution](#)

**615.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[fedimser's solution](#)

**616.**

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp  
[fedimser's solution](#)

**617.**

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[fedimser's solution](#)

**618.**

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[fedimser's solution](#)

**619.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**620.**

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[fedimser's solution](#)

**621.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**622.**

1084B

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

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**623.**

1079B

[Personalized Cup](#) · [Tutorial](#)

Quality: 1200 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[fedimser's solution](#)

**624.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**625.**

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fedimser's solution](#)

**626.**

1028B

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

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fedimser's solution](#)

**627.**

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fedimser's solution](#)

**628.**

1002D1

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

Quality: 418 global accepts · Rating: 1200 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**629.**

1001H

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

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-07-02 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**630.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

**631.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[fedimser's solution](#)

**632.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**633.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[fedimser's solution](#)

**634.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[fedimser's solution](#)

**635.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**636.**

914B

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

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[fedimser's solution](#)

**637.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[fedimser's solution](#)

**638.**

908B

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

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

[fedimser's solution](#)

**639.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[fedimser's solution](#)

**640.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[fedimser's solution](#)

**641.**

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[fedimser's solution](#)

**642.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[fedimser's solution](#)

**643.**

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[fedimser's solution](#)

**644.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1200 · first AC: 2016-03-14 · GNU C++11 (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[fedimser's solution](#)

**645.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[fedimser's solution](#)

**646.**

264A

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

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[fedimser's solution](#)

**647.**

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2012-04-21 · Delphi (first AC) · Tags: number theory

[fedimser's solution](#)

**648.**

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 1200 · first AC: 2012-04-21 · FPC (first AC) · Tags: brute force

[fedimser's solution](#)

**649.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[fedimser's solution](#)

**650.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-03-15 · Rust 2024 (first AC) · Tags: math

[fedimser's solution](#)

**651.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,795 global accepts · Rating: 1300 · first AC: 2026-03-02 · Rust 2024 (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

**652.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

**653.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[fedimser's solution](#)

**654.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 1300 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[fedimser's solution](#)

**655.**

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[fedimser's solution](#)

**656.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings  
[fedimser's solution](#)

**657.**

1984C1

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

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

**658.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,704 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**659.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[fedimser's solution](#)

**660.**

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy  
[fedimser's solution](#)

**661.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers  
[fedimser's solution](#)

**662.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[fedimser's solution](#)

**663.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[fedimser's solution](#)

**664.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math  
[fedimser's solution](#)

**665.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[fedimser's solution](#)

**666.**

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[fedimser's solution](#)

**667.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[fedimser's solution](#)

**668.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers  
[fedimser's solution](#)

**669.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths  
[fedimser's solution](#)

**670.**

1890C

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

Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[fedimser's solution](#)

**671.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[fedimser's solution](#)

**672.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[fedimser's solution](#)

**673.**

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[fedimser's solution](#)

**674.**

1754C1

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

Rating: 1300 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[fedimser's solution](#)

**675.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-24 · Rust 2021 (first AC) · Tags: dp, implementation

[fedimser's solution](#)

**676.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[fedimser's solution](#)

**677.**

1694C

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

Rating: 1300 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**678.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[fedimser's solution](#)

**679.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[fedimser's solution](#)

**680.**

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[fedimser's solution](#)

**681.**

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fedimser's solution](#)

**682.**

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[fedimser's solution](#)

**683.**

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[fedimser's solution](#)

**684.**

1471C

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

Rating: 1300 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[fedimser's solution](#)

**685.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[fedimser's solution](#)

**686.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[fedimser's solution](#)

**687.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[fedimser's solution](#)

**688.**

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[fedimser's solution](#)

**689.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings  
[fedimser's solution](#)

**690.**

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[fedimser's solution](#)

**691.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[fedimser's solution](#)

**692.**

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings  
[fedimser's solution](#)

**693.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers  
[fedimser's solution](#)

**694.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[fedimser's solution](#)

**695.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[fedimser's solution](#)

**696.**

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[fedimser's solution](#)

**697.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

**698.**

1209B

[Koala and Lights](#) · [Tutorial](#)

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

[fedimser's solution](#)

**699.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings

[fedimser's solution](#)

**700.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[fedimser's solution](#)

**701.**

1155C

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

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: math, number theory

[fedimser's solution](#)

**702.**

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: greedy, number theory

[fedimser's solution](#)

**703.**

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[fedimser's solution](#)

**704.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[fedimser's solution](#)

**705.**

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**706.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[fedimser's solution](#)

**707.**

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[fedimser's solution](#)

**708.**

1029A

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

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[fedimser's solution](#)

**709.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[fedimser's solution](#)

**710.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[fedimser's solution](#)

**711.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**712.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[fedimser's solution](#)

**713.**

1064C

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

Rating: 1300 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**714.**

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[fedimser's solution](#)

**715.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[fedimser's solution](#)

**716.**

1096B

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

Quality: 11,684 global accepts · Rating: 1300 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[fedimser's solution](#)

**717.**

4C

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

Quality: 108,189 global accepts · Rating: 1300 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[fedimser's solution](#)

**718.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**719.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[fedimser's solution](#)

**720.**

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**721.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**722.**

1037C

[Equalize](#) · [Tutorial](#)

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

[fedimser's solution](#)

**723.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**724.**

1037A

[Packets](#) · [Tutorial](#)

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

[fedimser's solution](#)

**725.**

1002D2

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

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

[fedimser's solution](#)

**726.**

1002B1

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

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

[fedimser's solution](#)

**727.**

1002A2

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

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

[fedimser's solution](#)

**728.**

1001F

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

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-07-02 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**729.**

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[fedimser's solution](#)

**730.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

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

[fedimser's solution](#)

**731.**

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-22 · GNU C11 (first AC) · Tags: implementation, math

[fedimser's solution](#)

**732.**

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[fedimser's solution](#)

**733.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[fedimser's solution](#)

**734.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**735.**

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[fedimser's solution](#)

**736.**

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[fedimser's solution](#)

**737.**

915B

[Browser](#) · [Tutorial](#)

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

[fedimser's solution](#)

**738.**

897B

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

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

[fedimser's solution](#)

**739.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[fedimser's solution](#)

**740.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: implementation, math, number theory  
[fedimser's solution](#)

**741.**

303A

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

Quality: 8,572 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math  
[fedimser's solution](#)

**742.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: games, greedy  
[fedimser's solution](#)

**743.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers  
[fedimser's solution](#)

**744.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees  
[fedimser's solution](#)

**745.**

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy  
[fedimser's solution](#)

**746.**

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: brute force, strings  
[fedimser's solution](#)

**747.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings  
[fedimser's solution](#)

**748.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search  
[fedimser's solution](#)

**749.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: geometry, math  
[fedimser's solution](#)

**750.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**751.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-29 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[fedimser's solution](#)

**752.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[fedimser's solution](#)

**753.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[fedimser's solution](#)

**754.**

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[fedimser's solution](#)

**755.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[fedimser's solution](#)

**756.**

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[fedimser's solution](#)

**757.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[fedimser's solution](#)

**758.**

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2024-05-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[fedimser's solution](#)

**759.**

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[fedimser's solution](#)

**760.**

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[fedimser's solution](#)

**761.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers  
[fedimser's solution](#)

**762.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-28 · PyPy 3-64 (first AC) · Tags: games, greedy  
[fedimser's solution](#)

**763.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**764.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy  
[fedimser's solution](#)

**765.**

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[fedimser's solution](#)

**766.**

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[fedimser's solution](#)

**767.**

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers  
[fedimser's solution](#)

**768.**

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[fedimser's solution](#)

**769.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**770.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory  
[fedimser's solution](#)

**771.**

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-27 · Rust 2021 (first AC) · Tags: greedy, number theory

[fedimser's solution](#)

**772.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[fedimser's solution](#)

**773.**

1696C

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

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

[fedimser's solution](#)

**774.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[fedimser's solution](#)

**775.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[fedimser's solution](#)

**776.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[fedimser's solution](#)

**777.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[fedimser's solution](#)

**778.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[fedimser's solution](#)

**779.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[fedimser's solution](#)

**780.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[fedimser's solution](#)

**781.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fedimser's solution](#)

**782.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[fedimser's solution](#)

**783.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[fedimser's solution](#)

**784.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[fedimser's solution](#)

**785.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[fedimser's solution](#)

**786.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[fedimser's solution](#)

**787.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[fedimser's solution](#)

**788.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[fedimser's solution](#)

**789.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[fedimser's solution](#)

**790.**

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[fedimser's solution](#)

**791.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[fedimser's solution](#)

**792.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[fedimser's solution](#)

**793.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[fedimser's solution](#)

**794.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[fedimser's solution](#)

**795.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[fedimser's solution](#)

**796.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fedimser's solution](#)

**797.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[fedimser's solution](#)

**798.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[fedimser's solution](#)

**799.**

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**800.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: math, sortings, two pointers

[fedimser's solution](#)

**801.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[fedimser's solution](#)

**802.**

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**803.**

1270C

[Make Good](#) · [Tutorial](#)

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

**804.**

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fedimser's solution](#)

**805.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**806.**

1212D

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

Rating: 1400 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[fedimser's solution](#)

**807.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[fedimser's solution](#)

**808.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[fedimser's solution](#)

**809.**

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[fedimser's solution](#)

**810.**

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[fedimser's solution](#)

**811.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**812.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[fedimser's solution](#)

**813.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[fedimser's solution](#)

**814.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[fedimser's solution](#)

**815.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[fedimser's solution](#)

**816.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[fedimser's solution](#)

**817.**

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**818.**

1001G

[Oracle for  \$f\(x\) = k\$ -th element of  \$x\$](#)  · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-07-02 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**819.**

1001D

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

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-07-02 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**820.**

1001C

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

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-07-02 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**821.**

1001B

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

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-07-02 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**822.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[fedimser's solution](#)

**823.**

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees  
[fedimser's solution](#)

**824.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search  
[fedimser's solution](#)

**825.**

934A

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

Quality: 7,602 global accepts · Rating: 1400 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games  
[fedimser's solution](#)

**826.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[fedimser's solution](#)

**827.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers  
[fedimser's solution](#)

**828.**

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math  
[fedimser's solution](#)

**829.**

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation  
[fedimser's solution](#)

**830.**

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-14 · GNU C++ (first AC) · Tags: \*special, brute force, constructive algorithms, implementation  
[fedimser's solution](#)

**831.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[fedimser's solution](#)

**832.**

470A

[Crystal Ball Sequence](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 1400 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special, implementation  
[fedimser's solution](#)

**833.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory  
[fedimser's solution](#)

**834.**

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

**835.**

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,943 global accepts · Rating: 1400 · first AC: 2013-05-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[fedimser's solution](#)

**836.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,018 global accepts · Rating: 1400 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: data structures, implementation

[fedimser's solution](#)

**837.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[fedimser's solution](#)

**838.**

261A

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

Quality: 5,610 global accepts · Rating: 1400 · first AC: 2013-01-13 · GNU C++ (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

**839.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1500 · first AC: 2026-03-02 · Rust 2024 (first AC) · Tags: games, greedy, math, number theory

[fedimser's solution](#)

**840.**

2069C

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

Quality: 14,827 global accepts · Rating: 1500 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[fedimser's solution](#)

**841.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[fedimser's solution](#)

**842.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[fedimser's solution](#)

**843.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fedimser's solution](#)

**844.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[fedimser's solution](#)

**845.**

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[fedimser's solution](#)

**846.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[fedimser's solution](#)

**847.**

1950E

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

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[fedimser's solution](#)

**848.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,341 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[fedimser's solution](#)

**849.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[fedimser's solution](#)

**850.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[fedimser's solution](#)

**851.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[fedimser's solution](#)

**852.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[fedimser's solution](#)

**853.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[fedimser's solution](#)

**854.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math,

sortings

[fedimser's solution](#)

**855.**

1754C2

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

Quality: 1500 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[fedimser's solution](#)

**856.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[fedimser's solution](#)

**857.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[fedimser's solution](#)

**858.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[fedimser's solution](#)

**859.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[fedimser's solution](#)

**860.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[fedimser's solution](#)

**861.**

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[fedimser's solution](#)

**862.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[fedimser's solution](#)

**863.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[fedimser's solution](#)

**864.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[fedimser's solution](#)

**865.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[fedimser's solution](#)

**866.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[fedimser's solution](#)

**867.**

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[fedimser's solution](#)

**868.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[fedimser's solution](#)

**869.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[fedimser's solution](#)

**870.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fedimser's solution](#)

**871.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[fedimser's solution](#)

**872.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[fedimser's solution](#)

**873.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[fedimser's solution](#)

**874.**

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fedimser's solution](#)

**875.**

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees  
[fedimser's solution](#)

**876.**

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[fedimser's solution](#)

**877.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths  
[fedimser's solution](#)

**878.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers  
[fedimser's solution](#)

**879.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities  
[fedimser's solution](#)

**880.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**881.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings  
[fedimser's solution](#)

**882.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fedimser's solution](#)

**883.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers  
[fedimser's solution](#)

**884.**

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math  
[fedimser's solution](#)

**885.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[fedimser's solution](#)

**886.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**887.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[fedimser's solution](#)

**888.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[fedimser's solution](#)

**889.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[fedimser's solution](#)

**890.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: dp, greedy

[fedimser's solution](#)

**891.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: graphs, implementation

[fedimser's solution](#)

**892.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[fedimser's solution](#)

**893.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fedimser's solution](#)

**894.**

1133D

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

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: hashing, math, number theory

[fedimser's solution](#)

**895.**

1115U1

[Anti-diagonal unitary](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 1500 · first AC: 2019-02-23 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**896.**

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[fedimser's solution](#)

**897.**

1110C

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

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

**898.**

1106D

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

Quality: 19,662 global accepts · Rating: 1500 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths  
[fedimser's solution](#)

**899.**

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[fedimser's solution](#)

**900.**

1105C

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

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

**901.**

1005D

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

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory  
[fedimser's solution](#)

**902.**

1101E

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

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fedimser's solution](#)

**903.**

1101C

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

Quality: 12,040 global accepts · Rating: 1500 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[fedimser's solution](#)

**904.**

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[fedimser's solution](#)

**905.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers  
[fedimser's solution](#)

**906.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[fedimser's solution](#)

**907.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[fedimser's solution](#)

**908.**

1080C

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

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**909.**

1084C

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

Quality: 11,663 global accepts · Rating: 1500 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[fedimser's solution](#)

**910.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[fedimser's solution](#)

**911.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fedimser's solution](#)

**912.**

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fedimser's solution](#)

**913.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[fedimser's solution](#)

**914.**

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2018-07-07 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**915.**

1002A3

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

Quality: 484 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**916.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[fedimser's solution](#)

**917.**

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fedimser's solution](#)

**918.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[fedimser's solution](#)

**919.**

990C

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

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**920.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1500 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[fedimser's solution](#)

**921.**

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[fedimser's solution](#)

**922.**

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[fedimser's solution](#)

**923.**

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1500 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[fedimser's solution](#)

**924.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**925.**

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[fedimser's solution](#)

**926.**

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**927.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[fedimser's solution](#)

**928.**

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[fedimser's solution](#)

**929.**

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-20 · GNU C++ (first AC) · Tags: \*special, dfs and similar, strings

[fedimser's solution](#)

**930.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[fedimser's solution](#)

**931.**

414A

[Mashmokh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[fedimser's solution](#)

**932.**

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation

[fedimser's solution](#)

**933.**

355C

[Vasya and Robot](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: brute force, dp

[fedimser's solution](#)

**934.**

345A

[Expecting Trouble](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 1500 · first AC: 2013-09-13 · Ada (first AC) · Tags: \*special, probabilities

[fedimser's solution](#)

**935.**

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy

[fedimser's solution](#)

**936.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[fedimser's solution](#)

**937.**

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: greedy, math

[fedimser's solution](#)

**938.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[fedimser's solution](#)

**939.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[fedimser's solution](#)

**940.**

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2013-02-14 · GNU C++ (first AC) · Tags: data structures, implementation

[fedimser's solution](#)

**941.**

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2012-04-21 · Delphi (first AC) · Tags: dfs and similar, dsu, graphs

[fedimser's solution](#)

**942.**

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 1500 · first AC: 2012-04-21 · Delphi (first AC) · Tags: data structures

[fedimser's solution](#)

**943.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[fedimser's solution](#)

**944.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[fedimser's solution](#)

**945.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[fedimser's solution](#)

**946.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-23 · Python 3 (first AC) · Tags: dp, greedy, interactive, two pointers

[fedimser's solution](#)

**947.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[fedimser's solution](#)

**948.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[fedimser's solution](#)

**949.**

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[fedimser's solution](#)

**950.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[fedimser's solution](#)

**951.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[fedimser's solution](#)

**952.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[fedimser's solution](#)

**953.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[fedimser's solution](#)

**954.**

1941E

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

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[fedimser's solution](#)

**955.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[fedimser's solution](#)

**956.**

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**957.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[fedimser's solution](#)

**958.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[fedimser's solution](#)

**959.**

1917C

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

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[fedimser's solution](#)

**960.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[fedimser's solution](#)

**961.**

1861C

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

Quality: 12,316 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

[fedimser's solution](#)

**962.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[fedimser's solution](#)

**963.**

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[fedimser's solution](#)

**964.**

1754D

[Factorial Divisibility](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[fedimser's solution](#)

**965.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[fedimser's solution](#)

**966.**

1771C

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

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[fedimser's solution](#)

**967.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-24 · Rust 2021 (first AC) · Tags: math, number theory

[fedimser's solution](#)

**968.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[fedimser's solution](#)

**969.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[fedimser's solution](#)

**970.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings  
[fedimser's solution](#)

**971.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees  
[fedimser's solution](#)

**972.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math  
[fedimser's solution](#)

**973.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees  
[fedimser's solution](#)

**974.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[fedimser's solution](#)

**975.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[fedimser's solution](#)

**976.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[fedimser's solution](#)

**977.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[fedimser's solution](#)

**978.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, number theory  
[fedimser's solution](#)

**979.**

1486C1

[Guessing the Greatest \(easy version\) · Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[fedimser's solution](#)

**980.**

1481C

[Fence Painting · Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[fedimser's solution](#)

**981.**

1475E

[Advertising Agency · Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings  
[fedimser's solution](#)

**982.**

1437D

[Minimal Height Tree · Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees  
[fedimser's solution](#)

**983.**

1469C

[Building a Fence · Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers  
[fedimser's solution](#)

**984.**

1452D

[Radio Towers · Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[fedimser's solution](#)

**985.**

1468K

[The Robot · Tutorial](#)

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

**986.**

1458A

[Row GCD · Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[fedimser's solution](#)

**987.**

1455D

[Sequence and Swaps · Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[fedimser's solution](#)

**988.**

1461D

[Divide and Summarize · Tutorial](#)

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings  
[fedimser's solution](#)

**989.**

1398C

[Good Subarrays · Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math  
[fedimser's solution](#)

**990.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: data structures, greedy, sortings  
[fedimser's solution](#)

**991.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1600 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[fedimser's solution](#)

**992.**

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[fedimser's solution](#)

**993.**

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fedimser's solution](#)

**994.**

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[fedimser's solution](#)

**995.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[fedimser's solution](#)

**996.**

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[fedimser's solution](#)

**997.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: brute force, math, sortings  
[fedimser's solution](#)

**998.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers  
[fedimser's solution](#)

**999.**

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: —  
[fedimser's solution](#)

**1000.**

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: graphs

[fedimser's solution](#)

### 1001.

1115U2

[Chessboard unitary](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 1600 · first AC: 2019-02-23 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

### 1002.

1115G3

[Palindrome checker oracle](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 1600 · first AC: 2019-02-23 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

### 1003.

1115G2

[OR oracle](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 1600 · first AC: 2019-02-23 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

### 1004.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[fedimser's solution](#)

### 1005.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[fedimser's solution](#)

### 1006.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

### 1007.

1029C

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

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[fedimser's solution](#)

### 1008.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[fedimser's solution](#)

### 1009.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[fedimser's solution](#)

### 1010.

1096C

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

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[fedimser's solution](#)

### 1011.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2019-01-01 · Java 8 (first AC) · Tags: implementation, math

[fedimser's solution](#)

## 1012.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fedimser's solution](#)

## 1013.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[fedimser's solution](#)

## 1014.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[fedimser's solution](#)

## 1015.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

## 1016.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

## 1017.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

## 1018.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[fedimser's solution](#)

## 1019.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fedimser's solution](#)

## 1020.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fedimser's solution](#)

## 1021.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[fedimser's solution](#)

## 1022.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings  
[fedimser's solution](#)

### 1023.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fedimser's solution](#)

### 1024.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[fedimser's solution](#)

### 1025.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

### 1026.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2018-07-07 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

### 1027.

1002B2

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

Quality: 455 global accepts · Rating: 1600 · first AC: 2018-07-07 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

### 1028.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2018-07-07 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

### 1029.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-07-02 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

### 1030.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[fedimser's solution](#)

### 1031.

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[fedimser's solution](#)

### 1032.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[fedimser's solution](#)

### 1033.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fedimser's solution](#)

### 1034.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[fedimser's solution](#)

### 1035.

926D

[Choose Place](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 1600 · first AC: 2018-03-22 · JavaScript (first AC) · Tags: —

[fedimser's solution](#)

### 1036.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[fedimser's solution](#)

### 1037.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[fedimser's solution](#)

### 1038.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[fedimser's solution](#)

### 1039.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

### 1040.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[fedimser's solution](#)

### 1041.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[fedimser's solution](#)

### 1042.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[fedimser's solution](#)

### 1043.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[fedimser's solution](#)

**1044.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation  
[fedimser's solution](#)

**1045.**

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees  
[fedimser's solution](#)

**1046.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++ (first AC) · Tags: binary search, data structures, dp, math  
[fedimser's solution](#)

**1047.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[fedimser's solution](#)

**1048.**

477A

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

Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math  
[fedimser's solution](#)

**1049.**

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**1050.**

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory  
[fedimser's solution](#)

**1051.**

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings  
[fedimser's solution](#)

**1052.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings  
[fedimser's solution](#)

**1053.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory  
[fedimser's solution](#)

**1054.**

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy, math, number theory  
[fedimser's solution](#)

**1055.**

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force

[fedimser's solution](#)

**1056.**

314A

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

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: implementation

[fedimser's solution](#)

**1057.**

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**1058.**

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2013-05-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[fedimser's solution](#)

**1059.**

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

**1060.**

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2013-02-14 · GNU C++ (first AC) · Tags: combinatorics, math, sortings

[fedimser's solution](#)

**1061.**

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics

[fedimser's solution](#)

**1062.**

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: greedy, math

[fedimser's solution](#)

**1063.**

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar

[fedimser's solution](#)

**1064.**

244C

[The Brand New Function](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[fedimser's solution](#)

**1065.**

2203D

[Divisibility Game](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-03-19 · Rust 2024 (first AC) · Tags: brute force, games, greedy, number theory

[fedimser's solution](#)

**1066.**

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[fedimser's solution](#)

**1067.**

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: binary search, interactive, ternary search

[fedimser's solution](#)

**1068.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[fedimser's solution](#)

**1069.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-19 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, flows, math

[fedimser's solution](#)

**1070.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: brute force, math

[fedimser's solution](#)

**1071.**

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[fedimser's solution](#)

**1072.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[fedimser's solution](#)

**1073.**

1985H1

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

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[fedimser's solution](#)

**1074.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[fedimser's solution](#)

**1075.**

1984C2

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

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

[fedimser's solution](#)

**1076.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[fedimser's solution](#)

**1077.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[fedimser's solution](#)

**1078.**

1879D

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

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[fedimser's solution](#)

**1079.**

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[fedimser's solution](#)

**1080.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[fedimser's solution](#)

**1081.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[fedimser's solution](#)

**1082.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[fedimser's solution](#)

**1083.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[fedimser's solution](#)

**1084.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[fedimser's solution](#)

**1085.**

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[fedimser's solution](#)

**1086.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 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

[fedimser's solution](#)

**1087.**

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[fedimser's solution](#)

**1088.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[fedimser's solution](#)

**1089.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[fedimser's solution](#)

**1090.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[fedimser's solution](#)

**1091.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[fedimser's solution](#)

**1092.**

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[fedimser's solution](#)

**1093.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[fedimser's solution](#)

**1094.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[fedimser's solution](#)

**1095.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[fedimser's solution](#)

**1096.**

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[fedimser's solution](#)

**1097.**

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[fedimser's solution](#)

**1098.**

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[fedimser's solution](#)

**1099.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fedimser's solution](#)

**1100.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fedimser's solution](#)

**1101.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[fedimser's solution](#)

**1102.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[fedimser's solution](#)

**1103.**

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[fedimser's solution](#)

**1104.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[fedimser's solution](#)

**1105.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[fedimser's solution](#)

**1106.**

1497E1

[Square-Free Division \(easy version\) · Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[fedimser's solution](#)

**1107.**

1491C

[Pekora and Trampoline · Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[fedimser's solution](#)

**1108.**

1478C

[Nezzar and Symmetric Array · Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[fedimser's solution](#)

**1109.**

1485C

[Floor and Mod · Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[fedimser's solution](#)

**1110.**

1480C

[Searching Local Minimum · Tutorial](#)

Rating: 1700 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[fedimser's solution](#)

**1111.**

1474C

[Array Destruction · Tutorial](#)

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[fedimser's solution](#)

**1112.**

1473D

[Program · Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[fedimser's solution](#)

**1113.**

1467B

[Hills And Valleys · Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[fedimser's solution](#)

**1114.**

1472E

[Correct Placement · Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[fedimser's solution](#)

**1115.**

1469D

[Ceil Divisions · Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[fedimser's solution](#)

**1116.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[fedimser's solution](#)

**1117.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math  
[fedimser's solution](#)

**1118.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs  
[fedimser's solution](#)

**1119.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers  
[fedimser's solution](#)

**1120.**

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fedimser's solution](#)

**1121.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[fedimser's solution](#)

**1122.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[fedimser's solution](#)

**1123.**

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers  
[fedimser's solution](#)

**1124.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[fedimser's solution](#)

**1125.**

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fedimser's solution](#)

**1126.**

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**1127.**

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**1128.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fedimser's solution](#)

**1129.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[fedimser's solution](#)

**1130.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[fedimser's solution](#)

**1131.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[fedimser's solution](#)

**1132.**

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: binary search, greedy

[fedimser's solution](#)

**1133.**

1115U3

[Block unitary](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 1700 · first AC: 2019-02-23 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**1134.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[fedimser's solution](#)

**1135.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[fedimser's solution](#)

**1136.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and

conquer, math

[fedimser's solution](#)

**1137.**

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2019-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**1138.**

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[fedimser's solution](#)

**1139.**

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[fedimser's solution](#)

**1140.**

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[fedimser's solution](#)

**1141.**

1066E

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

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[fedimser's solution](#)

**1142.**

4D

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

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[fedimser's solution](#)

**1143.**

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[fedimser's solution](#)

**1144.**

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[fedimser's solution](#)

**1145.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[fedimser's solution](#)

**1146.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**1147.**

1086B

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

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[fedimser's solution](#)

**1148.**

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fedimser's solution](#)

**1149.**

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: strings

[fedimser's solution](#)

**1150.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[fedimser's solution](#)

**1151.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[fedimser's solution](#)

**1152.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[fedimser's solution](#)

**1153.**

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[fedimser's solution](#)

**1154.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[fedimser's solution](#)

**1155.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[fedimser's solution](#)

**1156.**

1002B4

[Distinguish four 2-qubit states - 2](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 1700 · first AC: 2018-07-07 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**1157.**

1002C1

[Distinguish zero state and plus state with minimum error](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 1700 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**1158.**

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2018-07-02 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**1159.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[fedimser's solution](#)

**1160.**

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[fedimser's solution](#)

**1161.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[fedimser's solution](#)

**1162.**

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[fedimser's solution](#)

**1163.**

926I

[A Vital Problem](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 1700 · first AC: 2018-03-22 · Python 3 (first AC) · Tags: —

[fedimser's solution](#)

**1164.**

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-03-22 · Mono C# (first AC) · Tags: implementation

[fedimser's solution](#)

**1165.**

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[fedimser's solution](#)

**1166.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[fedimser's solution](#)

**1167.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[fedimser's solution](#)

**1168.**

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[fedimser's solution](#)

**1169.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[fedimser's solution](#)

**1170.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

**1171.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[fedimser's solution](#)

**1172.**

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: greedy, implementation

[fedimser's solution](#)

**1173.**

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

**1174.**

303B

[Rectangle Puzzle II](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1700 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: implementation, math

[fedimser's solution](#)

**1175.**

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**1176.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,663 global accepts · Rating: 1700 · first AC: 2013-04-11 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[fedimser's solution](#)

**1177.**

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[fedimser's solution](#)

**1178.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp

[fedimser's solution](#)

**1179.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[fedimser's solution](#)

**1180.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[fedimser's solution](#)

**1181.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[fedimser's solution](#)

**1182.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[fedimser's solution](#)

**1183.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

**1184.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[fedimser's solution](#)

**1185.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[fedimser's solution](#)

**1186.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[fedimser's solution](#)

**1187.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[fedimser's solution](#)

**1188.**

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fedimser's solution](#)

**1189.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[fedimser's solution](#)

**1190.**

1941F

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

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[fedimser's solution](#)

**1191.**

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[fedimser's solution](#)

**1192.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[fedimser's solution](#)

**1193.**

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[fedimser's solution](#)

**1194.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[fedimser's solution](#)

**1195.**

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[fedimser's solution](#)

**1196.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[fedimser's solution](#)

**1197.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[fedimser's solution](#)

**1198.**

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[fedimser's solution](#)

**1199.**

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

[fedimser's solution](#)

**1200.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[fedimser's solution](#)

**1201.**

1759F

[All Possible Digits · Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[fedimser's solution](#)

**1202.**

1758D

[Range = " Sum Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-27 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[fedimser's solution](#)

**1203.**

1635D

[Infinite Set · Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[fedimser's solution](#)

**1204.**

1619D

[New Year's Problem · Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[fedimser's solution](#)

**1205.**

1620C

[BA-String · Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[fedimser's solution](#)

**1206.**

1617D1

[Too Many Impostors \(easy version\) · Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[fedimser's solution](#)

**1207.**

1611F

[ATM and Students · Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[fedimser's solution](#)

**1208.**

1582F1

[Korney Korneevich and XOR \(easy version\) · Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[fedimser's solution](#)

**1209.**

1586D

[Omkar and the Meaning of Life · Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[fedimser's solution](#)

**1210.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[fedimser's solution](#)**1211.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[fedimser's solution](#)**1212.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[fedimser's solution](#)**1213.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[fedimser's solution](#)**1214.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation, shortest paths

[fedimser's solution](#)**1215.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[fedimser's solution](#)**1216.**

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[fedimser's solution](#)**1217.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[fedimser's solution](#)**1218.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[fedimser's solution](#)**1219.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[fedimser's solution](#)

**1220.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[fedimser's solution](#)

**1221.**

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[fedimser's solution](#)

**1222.**

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[fedimser's solution](#)

**1223.**

1443D

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

Rating: 1800 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[fedimser's solution](#)

**1224.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fedimser's solution](#)

**1225.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[fedimser's solution](#)

**1226.**

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[fedimser's solution](#)

**1227.**

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[fedimser's solution](#)

**1228.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fedimser's solution](#)

**1229.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[fedimser's solution](#)

**1230.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[fedimser's solution](#)

### 1231.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

### 1232.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fedimser's solution](#)

### 1233.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fedimser's solution](#)

### 1234.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[fedimser's solution](#)

### 1235.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[fedimser's solution](#)

### 1236.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[fedimser's solution](#)

### 1237.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[fedimser's solution](#)

### 1238.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

### 1239.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: combinatorics

[fedimser's solution](#)

### 1240.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[fedimser's solution](#)

**1241.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[fedimser's solution](#)

**1242.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

**1243.**

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,945 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, implementation

[fedimser's solution](#)

**1244.**

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[fedimser's solution](#)

**1245.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings

[fedimser's solution](#)

**1246.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[fedimser's solution](#)

**1247.**

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[fedimser's solution](#)

**1248.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[fedimser's solution](#)

**1249.**

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[fedimser's solution](#)

**1250.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[fedimser's solution](#)

**1251.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[fedimser's solution](#)

## 1252.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[fedimser's solution](#)

## 1253.

948D

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[fedimser's solution](#)

## 1254.

1062D

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

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2018-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[fedimser's solution](#)

## 1255.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[fedimser's solution](#)

## 1256.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[fedimser's solution](#)

## 1257.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[fedimser's solution](#)

## 1258.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

## 1259.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[fedimser's solution](#)

## 1260.

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[fedimser's solution](#)

## 1261.

1053A

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

Rating: 1800 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[fedimser's solution](#)

**1262.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[fedimser's solution](#)

**1263.**

1002C2

[Distinguish zero state and plus state without errors](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 1800 · first AC: 2018-07-08 · Q# (first AC) · Tags: \*special

[fedimser's solution](#)

**1264.**

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[fedimser's solution](#)

**1265.**

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[fedimser's solution](#)

**1266.**

952D

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

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, probabilities

[fedimser's solution](#)

**1267.**

926B

[Add Points](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1800 · first AC: 2018-03-22 · PascalABC.NET (first AC) · Tags: math, number theory

[fedimser's solution](#)

**1268.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[fedimser's solution](#)

**1269.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[fedimser's solution](#)

**1270.**

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math

[fedimser's solution](#)

**1271.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[fedimser's solution](#)

**1272.**

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[fedimser's solution](#)

**1273.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy  
[fedimser's solution](#)

**1274.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings  
[fedimser's solution](#)

**1275.**

641C

[Little Artem and Dance](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation  
[fedimser's solution](#)

**1276.**

638D

[Three-dimensional Turtle Super Computer](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 1800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs  
[fedimser's solution](#)

**1277.**

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 1800 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, graphs, greedy, trees  
[fedimser's solution](#)

**1278.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation  
[fedimser's solution](#)

**1279.**

470B

[Hexakosioihexekontahehexaphobia](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 1800 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special  
[fedimser's solution](#)

**1280.**

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers  
[fedimser's solution](#)

**1281.**

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, brute force, math  
[fedimser's solution](#)

**1282.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2012-11-11 · GNU C++ (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths  
[fedimser's solution](#)

**1283.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[fedimser's solution](#)

### 1284.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[fedimser's solution](#)

### 1285.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[fedimser's solution](#)

### 1286.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[fedimser's solution](#)

### 1287.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[fedimser's solution](#)

### 1288.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[fedimser's solution](#)

### 1289.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[fedimser's solution](#)

### 1290.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[fedimser's solution](#)

### 1291.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[fedimser's solution](#)

### 1292.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[fedimser's solution](#)

### 1293.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[fedimser's solution](#)

### 1294.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[fedimser's solution](#)

### 1295.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[fedimser's solution](#)

### 1296.

1968G1

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

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[fedimser's solution](#)

### 1297.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[fedimser's solution](#)

### 1298.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[fedimser's solution](#)

### 1299.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,905 global accepts · Rating: 1900 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[fedimser's solution](#)

### 1300.

1878F

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

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[fedimser's solution](#)

### 1301.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[fedimser's solution](#)

### 1302.

1759G

[Restore the Permutation](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[fedimser's solution](#)

### 1303.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[fedimser's solution](#)

**1304.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[fedimser's solution](#)

**1305.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[fedimser's solution](#)

**1306.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[fedimser's solution](#)

**1307.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[fedimser's solution](#)

**1308.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[fedimser's solution](#)

**1309.**

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[fedimser's solution](#)

**1310.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[fedimser's solution](#)

**1311.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[fedimser's solution](#)

**1312.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[fedimser's solution](#)

**1313.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math  
[fedimser's solution](#)

**1314.**

1478E

[Nezzar and Binary String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[fedimser's solution](#)

**1315.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings  
[fedimser's solution](#)

**1316.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms  
[fedimser's solution](#)

**1317.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**1318.**

1471D

[Strange Definition](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory  
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**1319.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees  
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**1320.**

1445D

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Rating: 1900 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings  
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**1321.**

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
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**1322.**

1463D

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Quality: 4,836 global accepts · Rating: 1900 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
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**1323.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities  
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**1324.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings  
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**1325.**

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings  
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**1326.**

1228D

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**1327.**

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
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**1328.**

1208D

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**1329.**

1207E

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**1330.**

1205B

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**1331.**

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: brute force  
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**1332.**

1161B

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**1333.**

1155D

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**1334.**

1119E

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**1335.**

1114D

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**1336.**

1015E2

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Quality: 4,038 global accepts · Rating: 1900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy  
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**1337.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**1338.**

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
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**1339.**

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive  
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**1340.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
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**1341.**

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy  
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**1342.**

1095E

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**1343.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**1344.**

1079D

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation  
[fedimser's solution](#)

**1345.**

1077F1

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

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2018-12-22 · last AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp  
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**1346.**

1092F

[Tree with Maximum Cost · Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
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**1347.**

1081E

[Missing Numbers · Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory  
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**1348.**

1043E

[Train Hard, Win Easy · Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[fedimser's solution](#)

**1349.**

1068D

[Array Without Local Maximums · Tutorial](#)

Rating: 1900 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[fedimser's solution](#)

**1350.**

1060D

[Social Circles · Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**1351.**

1002E2

[Another array reconstruction algorithm · Tutorial](#)

Quality: 209 global accepts · Rating: 1900 · first AC: 2018-07-07 · Q# (first AC) · Tags: \*special  
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**1352.**

1002A4

[Generate W state · Tutorial](#)

Quality: 274 global accepts · Rating: 1900 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special  
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**1353.**

993B

[Open Communication · Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
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**1354.**

959E

[Mahmoud and Ehab and the xor-MST · Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math  
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**1355.**

959D

[Mahmoud and Ehab and another array construction task · Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[fedimser's solution](#)

### 1356.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1900 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, interactive

[fedimser's solution](#)

### 1357.

926E

[Merge Equal Elements](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 1900 · first AC: 2018-03-22 · Java 8 (first AC) · Tags: constructive algorithms, data structures

[fedimser's solution](#)

### 1358.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[fedimser's solution](#)

### 1359.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[fedimser's solution](#)

### 1360.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[fedimser's solution](#)

### 1361.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[fedimser's solution](#)

### 1362.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: dp, probabilities

[fedimser's solution](#)

### 1363.

477B

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

Rating: 1900 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[fedimser's solution](#)

### 1364.

470D

[Caesar Cipher](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

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### 1365.

470C

[Eval](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[fedimser's solution](#)

**1366.**

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures  
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**1367.**

294C

[Shaass and Lights](#) · [Tutorial](#)

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2013-04-07 · GNU C++ (first AC) · Tags: combinatorics, number theory  
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**1368.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math  
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**1369.**

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory  
[fedimser's solution](#)

**1370.**

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees  
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**1371.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-26 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math  
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**1372.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory  
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**1373.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[fedimser's solution](#)

**1374.**

1984D

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

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

**1375.**

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers  
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**1376.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**1377.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings  
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**1378.**

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
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**1379.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
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**1380.**

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
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**1381.**

1923E

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Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees  
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**1382.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math  
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**1383.**

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  
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**1384.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
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**1385.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities  
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**1386.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

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**1387.**

1763C

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Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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**1388.**

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

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**1389.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

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**1390.**

1696E

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Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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**1391.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

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**1392.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

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**1393.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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**1394.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[fedimser's solution](#)

**1395.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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**1396.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

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**1397.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[fedimser's solution](#)

**1398.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[fedimser's solution](#)

**1399.**

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[fedimser's solution](#)

**1400.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[fedimser's solution](#)

**1401.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[fedimser's solution](#)

**1402.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[fedimser's solution](#)

**1403.**

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[fedimser's solution](#)

**1404.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[fedimser's solution](#)

**1405.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[fedimser's solution](#)

**1406.**

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp

[fedimser's solution](#)

**1407.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[fedimser's solution](#)

**1408.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[fedimser's solution](#)

**1409.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fedimser's solution](#)

**1410.**

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fedimser's solution](#)

**1411.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fedimser's solution](#)

**1412.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[fedimser's solution](#)

**1413.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[fedimser's solution](#)

**1414.**

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[fedimser's solution](#)

**1415.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[fedimser's solution](#)

**1416.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[fedimser's solution](#)

**1417.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-13 · last AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[fedimser's solution](#)

**1418.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[fedimser's solution](#)

**1419.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[fedimser's solution](#)

**1420.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[fedimser's solution](#)

**1421.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: games

[fedimser's solution](#)

**1422.**

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math

[fedimser's solution](#)

**1423.**

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[fedimser's solution](#)

**1424.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[fedimser's solution](#)

**1425.**

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[fedimser's solution](#)

**1426.**

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[fedimser's solution](#)

**1427.**

1084E

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

Rating: 2000 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[fedimser's solution](#)

**1428.**

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[fedimser's solution](#)

**1429.**

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[fedimser's solution](#)

**1430.**

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[fedimser's solution](#)

**1431.**

1060E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[fedimser's solution](#)

**1432.**

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[fedimser's solution](#)

**1433.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[fedimser's solution](#)

**1434.**

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[fedimser's solution](#)

**1435.**

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[fedimser's solution](#)

**1436.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math  
[fedimser's solution](#)

**1437.**

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[fedimser's solution](#)

**1438.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory  
[fedimser's solution](#)

**1439.**

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
[fedimser's solution](#)

**1440.**

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive  
[fedimser's solution](#)

**1441.**

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: \*special  
[fedimser's solution](#)

**1442.**

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · Python 3 (first AC) · Tags: \*special  
[fedimser's solution](#)

**1443.**

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices  
[fedimser's solution](#)

**1444.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: dfs and similar  
[fedimser's solution](#)

**1445.**

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings  
[fedimser's solution](#)

**1446.**

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force, implementation

[fedimser's solution](#)

**1447.**

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: geometry

[fedimser's solution](#)

**1448.**

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[fedimser's solution](#)

**1449.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[fedimser's solution](#)

**1450.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[fedimser's solution](#)

**1451.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[fedimser's solution](#)

**1452.**

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[fedimser's solution](#)

**1453.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[fedimser's solution](#)

**1454.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[fedimser's solution](#)

**1455.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 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

[fedimser's solution](#)

**1456.**

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[fedimser's solution](#)

### 1457.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[fedimser's solution](#)

### 1458.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[fedimser's solution](#)

### 1459.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[fedimser's solution](#)

### 1460.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[fedimser's solution](#)

### 1461.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[fedimser's solution](#)

### 1462.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[fedimser's solution](#)

### 1463.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[fedimser's solution](#)

### 1464.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[fedimser's solution](#)

### 1465.

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

[fedimser's solution](#)

**1466.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[fedimser's solution](#)

**1467.**

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[fedimser's solution](#)

**1468.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[fedimser's solution](#)

**1469.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fedimser's solution](#)

**1470.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[fedimser's solution](#)

**1471.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[fedimser's solution](#)

**1472.**

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[fedimser's solution](#)

**1473.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[fedimser's solution](#)

**1474.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[fedimser's solution](#)

**1475.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fedimser's solution](#)

**1476.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[fedimser's solution](#)

**1477.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[fedimser's solution](#)

**1478.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[fedimser's solution](#)

**1479.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[fedimser's solution](#)

**1480.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[fedimser's solution](#)

**1481.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[fedimser's solution](#)

**1482.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[fedimser's solution](#)

**1483.**

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[fedimser's solution](#)

**1484.**

1003E

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

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[fedimser's solution](#)

**1485.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[fedimser's solution](#)

**1486.**

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-01-25 · last AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[fedimser's solution](#)

**1487.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[fedimser's solution](#)

**1488.**

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[fedimser's solution](#)

**1489.**

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[fedimser's solution](#)

**1490.**

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[fedimser's solution](#)

**1491.**

1079E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[fedimser's solution](#)

**1492.**

1077F2

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2018-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[fedimser's solution](#)

**1493.**

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry

[fedimser's solution](#)

**1494.**

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[fedimser's solution](#)

**1495.**

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: binary search, math, number theory

[fedimser's solution](#)

**1496.**

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[fedimser's solution](#)

### 1497.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[fedimser's solution](#)

### 1498.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[fedimser's solution](#)

### 1499.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[fedimser's solution](#)

### 1500.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[fedimser's solution](#)

### 1501.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[fedimser's solution](#)

### 1502.

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[fedimser's solution](#)

### 1503.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[fedimser's solution](#)

### 1504.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fedimser's solution](#)

### 1505.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[fedimser's solution](#)

### 1506.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[fedimser's solution](#)

**1507.**

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[fedimser's solution](#)

**1508.**

1968G2

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

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[fedimser's solution](#)

**1509.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[fedimser's solution](#)

**1510.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[fedimser's solution](#)

**1511.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[fedimser's solution](#)

**1512.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[fedimser's solution](#)

**1513.**

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[fedimser's solution](#)

**1514.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[fedimser's solution](#)

**1515.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[fedimser's solution](#)

**1516.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[fedimser's solution](#)

**1517.**

1478F

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, sortings  
[fedimser's solution](#)

**1518.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory  
[fedimser's solution](#)

**1519.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math  
[fedimser's solution](#)

**1520.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[fedimser's solution](#)

**1521.**

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[fedimser's solution](#)

**1522.**

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation  
[fedimser's solution](#)

**1523.**

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[fedimser's solution](#)

**1524.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[fedimser's solution](#)

**1525.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math  
[fedimser's solution](#)

**1526.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[fedimser's solution](#)

### 1527.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[fedimser's solution](#)

### 1528.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[fedimser's solution](#)

### 1529.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[fedimser's solution](#)

### 1530.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: dp

[fedimser's solution](#)

### 1531.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, interactive, math

[fedimser's solution](#)

### 1532.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[fedimser's solution](#)

### 1533.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[fedimser's solution](#)

### 1534.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[fedimser's solution](#)

### 1535.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[fedimser's solution](#)

### 1536.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[fedimser's solution](#)

**1537.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fedimser's solution](#)

**1538.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[fedimser's solution](#)

**1539.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[fedimser's solution](#)

**1540.**

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[fedimser's solution](#)

**1541.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[fedimser's solution](#)

**1542.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[fedimser's solution](#)

**1543.**

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[fedimser's solution](#)

**1544.**

952G

[Puzzling Language](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2200 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, constructive algorithms

[fedimser's solution](#)

**1545.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[fedimser's solution](#)

**1546.**

902D

[GCD of Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[fedimser's solution](#)

**1547.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-11 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees  
[fedimser's solution](#)

**1548.**

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2013-02-14 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, graphs  
[fedimser's solution](#)

**1549.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings  
[fedimser's solution](#)

**1550.**

1849E

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

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers  
[fedimser's solution](#)

**1551.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees  
[fedimser's solution](#)

**1552.**

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings  
[fedimser's solution](#)

**1553.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing  
[fedimser's solution](#)

**1554.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths  
[fedimser's solution](#)

**1555.**

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[fedimser's solution](#)

**1556.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[fedimser's solution](#)

**1557.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[fedimser's solution](#)

**1558.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[fedimser's solution](#)

**1559.**

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

[fedimser's solution](#)

**1560.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-24 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[fedimser's solution](#)

**1561.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[fedimser's solution](#)

**1562.**

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[fedimser's solution](#)

**1563.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[fedimser's solution](#)

**1564.**

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[fedimser's solution](#)

**1565.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fedimser's solution](#)

**1566.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[fedimser's solution](#)

**1567.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[fedimser's solution](#)

**1568.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[fedimser's solution](#)

**1569.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[fedimser's solution](#)

**1570.**

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[fedimser's solution](#)

**1571.**

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[fedimser's solution](#)

**1572.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[fedimser's solution](#)

**1573.**

1086C

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

Rating: 2300 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[fedimser's solution](#)

**1574.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[fedimser's solution](#)

**1575.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2018-06-16 · last AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[fedimser's solution](#)

**1576.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[fedimser's solution](#)

**1577.**

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math  
[fedimser's solution](#)

**1578.**

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: constructive algorithms, geometry  
[fedimser's solution](#)

**1579.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees  
[fedimser's solution](#)

**1580.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers  
[fedimser's solution](#)

**1581.**

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[fedimser's solution](#)

**1582.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory  
[fedimser's solution](#)

**1583.**

1860E

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths  
[fedimser's solution](#)

**1584.**

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees  
[fedimser's solution](#)

**1585.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-05-11 · last AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees  
[fedimser's solution](#)

**1586.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[fedimser's solution](#)

**1587.**

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[fedimser's solution](#)

**1588.**

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[fedimser's solution](#)

**1589.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[fedimser's solution](#)

**1590.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[fedimser's solution](#)

**1591.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[fedimser's solution](#)

**1592.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[fedimser's solution](#)

**1593.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[fedimser's solution](#)

**1594.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[fedimser's solution](#)

**1595.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[fedimser's solution](#)

**1596.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · last AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[fedimser's solution](#)

**1597.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[fedimser's solution](#)

**1598.**

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[fedimser's solution](#)

**1599.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fedimser's solution](#)

**1600.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[fedimser's solution](#)

**1601.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: data structures, sortings

[fedimser's solution](#)

**1602.**

1113F

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[fedimser's solution](#)

**1603.**

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[fedimser's solution](#)

**1604.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[fedimser's solution](#)

**1605.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-12 · last AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[fedimser's solution](#)

**1606.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[fedimser's solution](#)

**1607.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft  
[fedimser's solution](#)

**1608.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2018-12-18 · last AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities  
[fedimser's solution](#)

**1609.**

952F

[2 + 2 != 4](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2400 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
[fedimser's solution](#)

**1610.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers  
[fedimser's solution](#)

**1611.**

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths  
[fedimser's solution](#)

**1612.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · PyPy 3-64 (first AC) · Tags: brute force, dp, math  
[fedimser's solution](#)

**1613.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp  
[fedimser's solution](#)

**1614.**

508D

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

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[fedimser's solution](#)

**1615.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees  
[fedimser's solution](#)

**1616.**

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation  
[fedimser's solution](#)

**1617.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[fedimser's solution](#)

**1618.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[fedimser's solution](#)

**1619.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[fedimser's solution](#)

**1620.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[fedimser's solution](#)

**1621.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[fedimser's solution](#)

**1622.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[fedimser's solution](#)

**1623.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[fedimser's solution](#)

**1624.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[fedimser's solution](#)

**1625.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[fedimser's solution](#)

**1626.**

1247F

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[fedimser's solution](#)

**1627.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[fedimser's solution](#)

**1628.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[fedimser's solution](#)

**1629.**

948E

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[fedimser's solution](#)

**1630.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[fedimser's solution](#)

**1631.**

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fedimser's solution](#)

**1632.**

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-02 · last AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[fedimser's solution](#)

**1633.**

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[fedimser's solution](#)

**1634.**

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: geometry, schedules, sortings

[fedimser's solution](#)

**1635.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[fedimser's solution](#)

**1636.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[fedimser's solution](#)

**1637.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[fedimser's solution](#)

### 1638.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[fedimser's solution](#)

### 1639.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[fedimser's solution](#)

### 1640.

1447F1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[fedimser's solution](#)

### 1641.

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[fedimser's solution](#)

### 1642.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[fedimser's solution](#)

### 1643.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[fedimser's solution](#)

### 1644.

1068F

[Knights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

### 1645.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[fedimser's solution](#)

### 1646.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[fedimser's solution](#)

### 1647.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[fedimser's solution](#)

**1648.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[fedimser's solution](#)

**1649.**

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[fedimser's solution](#)

**1650.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[fedimser's solution](#)

**1651.**

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[fedimser's solution](#)

**1652.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-20 · last AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[fedimser's solution](#)

**1653.**

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[fedimser's solution](#)

**1654.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[fedimser's solution](#)

**1655.**

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs

[fedimser's solution](#)

**1656.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[fedimser's solution](#)

**1657.**

1879F

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

Quality: 610 global accepts · Rating: 2800 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[fedimser's solution](#)

**1658.**

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[fedimser's solution](#)

**1659.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[fedimser's solution](#)

**1660.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[fedimser's solution](#)

**1661.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[fedimser's solution](#)

**1662.**

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2900 · first AC: 2024-06-07 · last AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[fedimser's solution](#)

**1663.**

1966F

[Missing Subarray Sum](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fedimser's solution](#)

**1664.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[fedimser's solution](#)

**1665.**

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fedimser's solution](#)

**1666.**

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: fft, greedy, math, strings

[fedimser's solution](#)

**1667.**

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[fedimser's solution](#)

**1668.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities, trees  
[fedimser's solution](#)

**1669.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, interactive, math  
[fedimser's solution](#)

**1670.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, interactive  
[fedimser's solution](#)

**1671.**

106170F

[Random Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[fedimser's solution](#)

**1672.**

106170G

[Nearest Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[fedimser's solution](#)

**1673.**

106170H

[Möbius Band Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: —  
[fedimser's solution](#)

**1674.**

2095C

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

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-02 · Python 3 (first AC) · Tags: \*special, binary search, brute force  
[fedimser's solution](#)

**1675.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-02 · Python 3 (first AC) · Tags: \*special, games, interactive  
[fedimser's solution](#)

**1676.**

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-02 · Python 3 (first AC) · Tags: \*special, string suffix structures  
[fedimser's solution](#)

**1677.**

105461I

[Periodic Recurrence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[fedimser's solution](#)

**1678.**

105461B

[Digital Products](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[fedimser's solution](#)

**1679.**

105461A

[Matrix Minors](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[fedimser's solution](#)

**1680.**

105461L

[Drawing Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · PyPy 3-64 (first AC) · Tags: —

[fedimser's solution](#)

**1681.**

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · Python 3 (first AC) · Tags: —

[fedimser's solution](#)

**1682.**

102354I

[From Modular to Rational](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: —

[fedimser's solution](#)

**1683.**

102354A

[Square Root Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · Python 3 (first AC) · Tags: —

[fedimser's solution](#)

**1684.**

1952D

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

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation

[fedimser's solution](#)

**1685.**

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

[fedimser's solution](#)

**1686.**

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, combinatorics, games, math

[fedimser's solution](#)

**1687.**

1952A

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

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3 (first AC) · Tags: \*special, strings

[fedimser's solution](#)

**1688.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3 (first AC) · Tags: \*special, strings

[fedimser's solution](#)

**1689.**

1663C

[P Ô! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, math

[fedimser's solution](#)

**1690.**

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, trees  
[fedimser's solution](#)

**1691.**

1357D4

[Quantum Classification - Dataset 6 · Tutorial](#)

Quality: 86 global accepts · Rating: — · first AC: 2020-06-21 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1692.**

1357D3

[Quantum Classification - Dataset 5 · Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2020-06-21 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1693.**

1357D2

[Quantum Classification - Dataset 4 · Tutorial](#)

Quality: 113 global accepts · Rating: — · first AC: 2020-06-21 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1694.**

1357D1

[Quantum Classification - Dataset 3 · Tutorial](#)

Quality: 126 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1695.**

1357E1

[Power of quantum Fourier transform · Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1696.**

1357A6

[Distinguish four Pauli gates · Tutorial](#)

Quality: 170 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1697.**

1357A7

[Distinguish Y, XZ, -Y and -XZ · Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1698.**

1357A5

[Distinguish Rz\(·, ·\) from Ry\(·, ·\) · Tutorial](#)

Quality: 243 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1699.**

1357A4

[Distinguish Rz from R1 · Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1700.**

1357B2

["Is the number divisible by 3?" oracle · Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1701.**

1357B1

["Is the bit string balanced?" oracle · Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1702.**

1357C2

[Prepare superposition of basis states with the same parity · Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1703.**

1357C1

[Prepare superposition of basis states with 0s · Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1704.**

1357A3

[Distinguish H from X · Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1705.**

1357A2

[Distinguish I, CNOTs and SWAP · Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1706.**

1357A1

[Figure out direction of CNOT · Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1707.**

1356D2

[Quantum Classification - 2 · Tutorial](#)

Quality: 129 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1708.**

1356D1

[Quantum Classification - 1 · Tutorial](#)

Quality: 138 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1709.**

1356B2

[Decrement · Tutorial](#)

Quality: 287 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1710.**

1356B1

[Increment · Tutorial](#)

Quality: 286 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1711.**

1356C

[Prepare state  \$|01\rangle + |10\rangle + |11\rangle\$  · Tutorial](#)

Quality: 305 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1712.**

1356A5

[Distinguish Z from -Z](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1713.**

1356A4

[Distinguish I "— X from CNOT](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1714.**

1356A3

[Distinguish Z from S](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1715.**

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1716.**

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1717.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks  
[fedimser's solution](#)

**1718.**

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: \*special  
[fedimser's solution](#)

**1719.**

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: \*special, brute force, dp, strings  
[fedimser's solution](#)

**1720.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[fedimser's solution](#)

**1721.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[fedimser's solution](#)

**1722.**

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[fedimser's solution](#)

**1723.**

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings  
[fedimser's solution](#)

**1724.**

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fedimser's solution](#)

**1725.**

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[fedimser's solution](#)

**1726.**

undefined403

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

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[fedimser's solution](#)

**1727.**

undefined112

[a<sup>b</sup> - b<sup>a</sup>](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · Python 3 (first AC) · Tags: \*special  
[fedimser's solution](#)

**1728.**

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[fedimser's solution](#)

**1729.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[fedimser's solution](#)

**1730.**

undefined106

[The Equation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[fedimser's solution](#)

**1731.**

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: \*special  
[fedimser's solution](#)

**1732.**

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation  
[fedimser's solution](#)

**1733.**

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force  
[fedimser's solution](#)

**1734.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation  
[fedimser's solution](#)

**1735.**

1116D6

[Hessenberg matrix](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1736.**

1116B2

[Not A, not B or not C?](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1737.**

1116B1

[Distinguish three-qubit states](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1738.**

1116A2

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

Quality: 184 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1739.**

1116A1

[Generate state  \$|00\rangle + |01\rangle + |10\rangle\$](#)  · [Tutorial](#)

Quality: 328 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1740.**

1116C3

["Is the number of ones divisible by 3?" oracle](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1741.**

1116C2

["Is the bit string periodic?" oracle](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1742.**

1116C1

[Alternating bits oracle](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1743.**

1116D5

[Creeper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1744.**

1116D4

[TIE fighter](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1745.**

1116D3

[X-wing fighter](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1746.**

1116D2

[Pattern of increasing blocks](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1747.**

1116D1

[Block diagonal matrix](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: \*special  
[fedimser's solution](#)

**1748.**

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2014-10-11 · last AC: 2014-10-11 · GNU C++ (first AC) · Tags: data structures, graphs, trees  
[fedimser's solution](#)

**1749.**

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-24 · GNU C++ (first AC) · Tags: —  
[fedimser's solution](#)

**1750.**

100188K

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Rating: — · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: —  
[fedimser's solution](#)

**1751.**

100188G

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Rating: — · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: —  
[fedimser's solution](#)

**1752.**

100188I

[KITNAMORIROMANTIK](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: —  
[fedimser's solution](#)

**1753.**

100188H

[10102](#) · [Tutorial](#)

Rating: — · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: —  
[fedimser's solution](#)

**1754.**

100188E

[@ 60qja" BD4<C =CP](#)

Rating: — · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: —  
[fedimser's solution](#)

**1755.**

100188D

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Rating: — · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: —  
[fedimser's solution](#)

**1756.**

100188B

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Rating: — · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: —

[fedimser's solution](#)

**1757.**

100188A

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Rating: — · first AC: 2013-05-06 · GNU C++ (first AC) · Tags: —

[fedimser's solution](#)