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1.

2207A

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78.

1775A2

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96.

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101.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 900 · first AC: 2018-08-15 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[feecle6418's solution](#)

102.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,291 global accepts · Rating: 900 · first AC: 2018-08-15 · GNU C++ (first AC) · Tags: implementation, schedules
[feecle6418's solution](#)

103.

580A

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

Quality: 104,675 global accepts · Rating: 900 · first AC: 2018-03-04 · GNU C++ (first AC) · Tags: brute force, dp, implementation
[feecle6418's solution](#)

104.

1876A

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

Quality: 34,911 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[feecle6418's solution](#)

105.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number

theory

[feecle6418's solution](#)

106.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[feecle6418's solution](#)

107.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[feecle6418's solution](#)

108.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[feecle6418's solution](#)

109.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[feecle6418's solution](#)

110.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[feecle6418's solution](#)

111.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[feecle6418's solution](#)

112.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[feecle6418's solution](#)

113.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[feecle6418's solution](#)

114.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,172 global accepts · Rating: 1000 · first AC: 2018-02-10 · last AC: 2022-10-06 · GNU C++ (first AC) · Tags: math

[feecle6418's solution](#)

115.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[feecle6418's solution](#)

116.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
[feecle6418's solution](#)

117.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[feecle6418's solution](#)

118.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[feecle6418's solution](#)

119.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · last AC: 2020-01-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[feecle6418's solution](#)

120.

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: greedy, math
[feecle6418's solution](#)

121.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy, math
[feecle6418's solution](#)

122.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2018-11-05 · GNU C++11 (first AC) · Tags: brute force
[feecle6418's solution](#)

123.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,977 global accepts · Rating: 1000 · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[feecle6418's solution](#)

124.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,913 global accepts · Rating: 1000 · first AC: 2018-08-15 · GNU C++ (first AC) · Tags: bitmasks
[feecle6418's solution](#)

125.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,203 global accepts · Rating: 1000 · first AC: 2018-08-15 · GNU C++ (first AC) · Tags: math
[feecle6418's solution](#)

126.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2018-08-15 · GNU C++ (first AC) · Tags: implementation

[feecle6418's solution](#)

127.

2211B

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

Quality: 11,612 global accepts · Rating: 1100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[feecle6418's solution](#)

128.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[feecle6418's solution](#)

129.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[feecle6418's solution](#)

130.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[feecle6418's solution](#)

131.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[feecle6418's solution](#)

132.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,602 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[feecle6418's solution](#)

133.

1669D

[Colorful Stamp](#) · [Tutorial](#)

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

[feecle6418's solution](#)

134.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[feecle6418's solution](#)

135.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[feecle6418's solution](#)

136.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[feecle6418's solution](#)

137.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[feecle6418's solution](#)

138.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: brute force, implementation
[feecle6418's solution](#)

139.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[feecle6418's solution](#)

140.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: math
[feecle6418's solution](#)

141.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: data structures, greedy, math
[feecle6418's solution](#)

142.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings
[feecle6418's solution](#)

143.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[feecle6418's solution](#)

144.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[feecle6418's solution](#)

145.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · last AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[feecle6418's solution](#)

146.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1100 · first AC: 2020-01-19 · last AC: 2020-01-20 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[feecle6418's solution](#)

147.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,915 global accepts · Rating: 1100 · first AC: 2019-09-13 · Python 2 (first AC) · Tags: combinatorics, math
[feecle6418's solution](#)

148.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2019-09-13 · Python 2 (first AC) · Tags: math, number theory
[feecle6418's solution](#)

149.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2018-08-15 · GNU C++ (first AC) · Tags: math
[feecle6418's solution](#)

150.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[feecle6418's solution](#)

151.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[feecle6418's solution](#)

152.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[feecle6418's solution](#)

153.

1734C

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

Quality: 28,626 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[feecle6418's solution](#)

154.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[feecle6418's solution](#)

155.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[feecle6418's solution](#)

156.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings
[feecle6418's solution](#)

157.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory, sortings

[feecle6418's solution](#)

158.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[feecle6418's solution](#)

159.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[feecle6418's solution](#)

160.

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[feecle6418's solution](#)

161.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,643 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[feecle6418's solution](#)

162.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[feecle6418's solution](#)

163.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · last AC: 2021-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[feecle6418's solution](#)

164.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[feecle6418's solution](#)

165.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[feecle6418's solution](#)

166.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[feecle6418's solution](#)

167.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: brute force, math

[feecle6418's solution](#)

168.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, math
[feecle6418's solution](#)

169.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: graphs, implementation
[feecle6418's solution](#)

170.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[feecle6418's solution](#)

171.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[feecle6418's solution](#)

172.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: greedy
[feecle6418's solution](#)

173.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[feecle6418's solution](#)

174.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[feecle6418's solution](#)

175.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2019-11-22 · FPC (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation
[feecle6418's solution](#)

176.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[feecle6418's solution](#)

177.

630R

[Game](#) · [Tutorial](#)

Quality: 9,586 global accepts · Rating: 1200 · first AC: 2019-09-13 · GNU C++11 (first AC) · Tags: games, math
[feecle6418's solution](#)

178.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2019-09-13 · GNU C++11 (first AC) · Tags: math

[feecle6418's solution](#)

179.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,099 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

[feecle6418's solution](#)

180.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[feecle6418's solution](#)

181.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[feecle6418's solution](#)

182.

1775B

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

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[feecle6418's solution](#)

183.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[feecle6418's solution](#)

184.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[feecle6418's solution](#)

185.

1746C

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

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

[feecle6418's solution](#)

186.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[feecle6418's solution](#)

187.

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[feecle6418's solution](#)

188.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[feecle6418's solution](#)

189.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[feecle6418's solution](#)

190.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[feecle6418's solution](#)

191.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[feecle6418's solution](#)

192.

1669H

[Maximal AND](#) · [Tutorial](#)

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

[feecle6418's solution](#)

193.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[feecle6418's solution](#)

194.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[feecle6418's solution](#)

195.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[feecle6418's solution](#)

196.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,384 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[feecle6418's solution](#)

197.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[feecle6418's solution](#)

198.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[feecle6418's solution](#)

199.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[feecle6418's solution](#)

200.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[feecle6418's solution](#)

201.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[feecle6418's solution](#)

202.

1534C

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

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[feecle6418's solution](#)

203.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · last AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[feecle6418's solution](#)

204.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · last AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[feecle6418's solution](#)

205.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[feecle6418's solution](#)

206.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · last AC: 2020-03-15 · GNU C++11 (first AC) · Tags: greedy

[feecle6418's solution](#)

207.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2019-09-13 · GNU C++11 (first AC) · Tags: math

[feecle6418's solution](#)

208.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2019-09-13 · Python 2 (first AC) · Tags: combinatorics, math

[feecle6418's solution](#)

209.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: greedy

[feecle6418's solution](#)

210.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[feecle6418's solution](#)

211.

1854A1

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

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

[feecle6418's solution](#)

212.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[feecle6418's solution](#)

213.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[feecle6418's solution](#)

214.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[feecle6418's solution](#)

215.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[feecle6418's solution](#)

216.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[feecle6418's solution](#)

217.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[feecle6418's solution](#)

218.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[feecle6418's solution](#)

219.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[feecle6418's solution](#)

220.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[feecle6418's solution](#)

221.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[feecle6418's solution](#)

222.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[feecle6418's solution](#)

223.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[feecle6418's solution](#)

224.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[feecle6418's solution](#)

225.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · last AC: 2021-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[feecle6418's solution](#)

226.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · last AC: 2021-08-30 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[feecle6418's solution](#)

227.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,581 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[feecle6418's solution](#)

228.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs,

greedy, shortest paths, sortings

[feecle6418's solution](#)

229.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,490 global accepts · Rating: 1400 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[feecle6418's solution](#)

230.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[feecle6418's solution](#)

231.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[feecle6418's solution](#)

232.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · last AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[feecle6418's solution](#)

233.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[feecle6418's solution](#)

234.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[feecle6418's solution](#)

235.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[feecle6418's solution](#)

236.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, sortings

[feecle6418's solution](#)

237.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[feecle6418's solution](#)

238.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[feecle6418's solution](#)

239.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · last AC: 2020-01-05 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[feecle6418's solution](#)

240.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2019-09-13 · GNU C++11 (first AC) · Tags: implementation, math

[feecle6418's solution](#)

241.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2019-09-13 · Python 2 (first AC) · Tags: combinatorics, math

[feecle6418's solution](#)

242.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[feecle6418's solution](#)

243.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[feecle6418's solution](#)

244.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2019-08-05 · last AC: 2023-05-30 · GNU C++11 (first AC) · Tags: math, number theory

[feecle6418's solution](#)

245.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,512 global accepts · Rating: 1500 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[feecle6418's solution](#)

246.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[feecle6418's solution](#)

247.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[feecle6418's solution](#)

248.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[feecle6418's solution](#)

249.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[feecle6418's solution](#)

250.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[feecle6418's solution](#)

251.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[feecle6418's solution](#)

252.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures
[feecle6418's solution](#)

253.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory
[feecle6418's solution](#)

254.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[feecle6418's solution](#)

255.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math
[feecle6418's solution](#)

256.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math
[feecle6418's solution](#)

257.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[feecle6418's solution](#)

258.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[feecle6418's solution](#)

259.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[feecle6418's solution](#)

260.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[feecle6418's solution](#)

261.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[feecle6418's solution](#)

262.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers
[feecle6418's solution](#)

263.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[feecle6418's solution](#)

264.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[feecle6418's solution](#)

265.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[feecle6418's solution](#)

266.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2021-01-13 · last AC: 2021-01-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[feecle6418's solution](#)

267.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[feecle6418's solution](#)

268.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · last AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[feecle6418's solution](#)

269.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[feecle6418's solution](#)

270.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · last AC: 2020-09-28 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[feecle6418's solution](#)

271.

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,587 global accepts · Rating: 1500 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: graphs

[feecle6418's solution](#)

272.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs

[feecle6418's solution](#)

273.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2020-09-22 · last AC: 2020-09-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[feecle6418's solution](#)

274.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[feecle6418's solution](#)

275.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[feecle6418's solution](#)

276.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · last AC: 2020-09-09 · GNU C++11 (first AC) · Tags: implementation, strings

[feecle6418's solution](#)

277.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[feecle6418's solution](#)

278.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[feecle6418's solution](#)

279.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[feecle6418's solution](#)

280.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[feecle6418's solution](#)

281.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · last AC: 2020-04-13 · GNU C++11 (first AC) · Tags: greedy, math

[feecle6418's solution](#)

282.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[feecle6418's solution](#)

283.

530A

[Quadratic equation](#) · [Tutorial](#)

Quality: 692 global accepts · Rating: 1500 · first AC: 2020-03-20 · Picat (first AC) · Tags: *special

[feecle6418's solution](#)

284.

1325C

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

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[feecle6418's solution](#)

285.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[feecle6418's solution](#)

286.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[feecle6418's solution](#)

287.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2019-12-01 · FPC (first AC) · Tags: brute force, constructive algorithms, math, number theory

[feecle6418's solution](#)

288.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[feecle6418's solution](#)

289.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1600 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[feecle6418's solution](#)

290.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[feecle6418's solution](#)

291.

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[feecle6418's solution](#)

292.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[feecle6418's solution](#)

293.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[feecle6418's solution](#)

294.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, probabilities, strings

[feecle6418's solution](#)

295.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[feecle6418's solution](#)

296.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[feecle6418's solution](#)

297.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[feecle6418's solution](#)

298.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

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299.

1707A

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301.

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302.

1056D

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303.

1017C

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304.

1615C

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1603B

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308.

1523C

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1528A

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311.

1542C

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312.

1505B

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1483A

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23B

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1344A

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1424J

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1349A

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1321C

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1779D

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335.

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1280A

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1580A

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1479A

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1411C

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1468F

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1468D

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1464A

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1413D

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1434B

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1361A

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1406C

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1260C

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1325D

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362.

1320B

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363.

1321D

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364.

1313B

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1114C

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366.

1292B

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367.

2211C2

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368.

1870D

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369.

580D

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370.

432C

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371.

483B

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372.

1775D

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373.

1750D

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374.

1740E

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375.

1732C1

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376.

947C

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377.

1734D

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378.

1254B1

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379.

513G1

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380.

1666L

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381.

1666C

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382.

1508B

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383.

1648B

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384.

1637D

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385.

1630B

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387.

1394A

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388.

1582F1

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389.

1586D

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390.

1572A

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391.

1517D

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392.

1548B

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393.

1556C

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394.

1556D

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Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[feecle6418's solution](#)

395.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

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396.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[feecle6418's solution](#)

397.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

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398.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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399.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · last AC: 2021-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

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400.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2021-01-13 · last AC: 2021-01-13 · GNU C++11 (first AC) · Tags: geometry

[feecle6418's solution](#)

401.

1468J

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Quality: 5,904 global accepts · Rating: 1800 · first AC: 2020-12-25 · last AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

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402.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · last AC: 2020-11-18 · GNU C++11 (first AC) · Tags: dp, strings

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403.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[feecle6418's solution](#)

404.

1442A

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405.

1290B

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Quality: 7,154 global accepts · Rating: 1800 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

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406.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[feecle6418's solution](#)

407.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2020-09-22 · last AC: 2020-09-22 · GNU C++11 (first AC) · Tags: constructive algorithms

[feecle6418's solution](#)

408.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[feecle6418's solution](#)

409.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[feecle6418's solution](#)

410.

1401D

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Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[feecle6418's solution](#)

411.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[feecle6418's solution](#)

412.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[feecle6418's solution](#)

413.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · last AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[feecle6418's solution](#)

414.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · last AC: 2020-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[feecle6418's solution](#)

415.

448D

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

Quality: 16,665 global accepts · Rating: 1800 · first AC: 2019-12-11 · GNU C++11 (first AC) · Tags: binary search, brute force

[feecle6418's solution](#)

416.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[feecle6418's solution](#)

417.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2018-09-24 · last AC: 2018-09-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[feecle6418's solution](#)

418.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2018-03-02 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[feecle6418's solution](#)

419.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math
[feecle6418's solution](#)

420.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[feecle6418's solution](#)

421.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[feecle6418's solution](#)

422.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[feecle6418's solution](#)

423.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[feecle6418's solution](#)

424.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[feecle6418's solution](#)

425.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
[feecle6418's solution](#)

426.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[feecle6418's solution](#)

427.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
[feecle6418's solution](#)

428.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory
[feecle6418's solution](#)

429.

1717D

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Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[feecle6418's solution](#)

430.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[feecle6418's solution](#)

431.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[feecle6418's solution](#)

432.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[feecle6418's solution](#)

433.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[feecle6418's solution](#)

434.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[feecle6418's solution](#)

435.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[feecle6418's solution](#)

436.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[feecle6418's solution](#)

437.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[feecle6418's solution](#)

438.

1483B

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Rating: 1900 · first AC: 2021-03-21 · last AC: 2021-03-25 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[feecle6418's solution](#)

439.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: games, greedy

[feecle6418's solution](#)

440.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[feecle6418's solution](#)

441.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[feecle6418's solution](#)

442.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · last AC: 2021-02-02 · GNU C++11 (first AC) · Tags: data structures, greedy

[feecle6418's solution](#)

443.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[feecle6418's solution](#)

444.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-26 · last AC: 2020-10-27 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[feecle6418's solution](#)

445.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[feecle6418's solution](#)

446.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · last AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[feecle6418's solution](#)

447.

1424B

[Valuable Paper](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings

[feecle6418's solution](#)

448.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[feecle6418's solution](#)

449.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-09-29 · last AC: 2020-09-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive

algorithms, dp, games, greedy, math

[feecle6418's solution](#)

450.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: brute force, strings

[feecle6418's solution](#)

451.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[feecle6418's solution](#)

452.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · last AC: 2020-09-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

[feecle6418's solution](#)

453.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[feecle6418's solution](#)

454.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[feecle6418's solution](#)

455.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[feecle6418's solution](#)

456.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: *special

[feecle6418's solution](#)

457.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[feecle6418's solution](#)

458.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[feecle6418's solution](#)

459.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[feecle6418's solution](#)

460.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[feecle6418's solution](#)

461.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,865 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[feecle6418's solution](#)

462.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[feecle6418's solution](#)

463.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[feecle6418's solution](#)

464.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[feecle6418's solution](#)

465.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[feecle6418's solution](#)

466.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[feecle6418's solution](#)

467.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[feecle6418's solution](#)

468.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[feecle6418's solution](#)

469.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[feecle6418's solution](#)

470.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp
[feecle6418's solution](#)

471.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
[feecle6418's solution](#)

472.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[feecle6418's solution](#)

473.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
[feecle6418's solution](#)

474.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[feecle6418's solution](#)

475.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[feecle6418's solution](#)

476.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[feecle6418's solution](#)

477.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[feecle6418's solution](#)

478.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[feecle6418's solution](#)

479.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[feecle6418's solution](#)

480.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[feecle6418's solution](#)

481.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[feecle6418's solution](#)

482.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[feecle6418's solution](#)

483.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[feecle6418's solution](#)

484.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[feecle6418's solution](#)

485.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[feecle6418's solution](#)

486.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[feecle6418's solution](#)

487.

1582E

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

Quality: 4,215 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[feecle6418's solution](#)

488.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[feecle6418's solution](#)

489.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

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490.

1458B

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491.

1415D

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492.

1456B

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493.

1344B

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494.

1427D

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496.

1408D

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497.

1426F

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498.

1416C

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499.

1416B

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1147C

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501.

1161C

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502.

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503.

895C

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504.

1399E1

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505.

59E

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Quality: 4,811 global accepts · Rating: 2000 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: graphs, shortest paths

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1256E

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507.

1379C

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508.

1385E

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578C

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1349C

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1349B

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235B

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513.

1320C

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1321E

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515.

1304E

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516.

784E

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2207E1

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976E

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837E

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238C

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496E

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1202C

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1761D

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1748D

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993C

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1732C2

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1734E

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1710B

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1056E

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1434C

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559.

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560.

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208E

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656D

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565.

2207D

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1858D

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1854B

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568.

196C

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612E

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855E

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572.

42C

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573.

538E

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574.

508E

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575.

387E

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576.

1303E

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577.

427D

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1149B

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833B

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581.

1806E

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582.

1765F

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583.

1765H

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584.

1737D

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585.

1220E

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586.

1717E

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587.

1704E

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Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

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588.

1097D

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589.

1672E

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590.

1666F

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591.

1666I

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592.

1656E

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Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

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593.

1615D

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594.

1641C

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595.

1630C

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1586E

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597.

1580C

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598.

1556E

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Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

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599.

538F

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600.

1110D

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Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

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601.

1110E

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602.

1542D

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Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

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603.

1500B

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604.

1477C

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605.

1470D

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Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

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606.

1468H

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607.

1468A

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608.

1415E

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425B

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610.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

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611.

559C

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Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

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612.

1333F

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Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

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1179C

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Quality: 2,459 global accepts · Rating: 2200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

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614.

1428E

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Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

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615.

1424M

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19C

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617.

1406D

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618.

1399E2

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619.

507D

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620.

981E

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621.

1338C

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622.

570D

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623.

617E

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13C

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625.

1870E

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626.

1009F

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627.

1248E

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Rating: 2300 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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628.

1748E

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629.

993E

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Quality: 1,786 global accepts · Rating: 2300 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

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630.

1738E

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Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

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631.

1254C

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Quality: 1,595 global accepts · Rating: 2300 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

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632.

1693C

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633.

1654E

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634.

708C

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635.

1628C

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636.

1588C

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637.

1394B

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Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
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1270E

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639.

1603C

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640.

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1548D1

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1553F

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645.

888G

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646.

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647.

1534E

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648.

1495C

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649.

1411E

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650.

1468M

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651.

1464C

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652.

487C

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653.

1268C

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654.

1408F

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655.

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656.

1396C

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1322C

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658.

1156F

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659.

1379D

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Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
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1385F

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661.

1385G

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662.

786B

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663.

845G

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664.

311E

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665.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
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666.

2207E2

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667.

2211F

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668.

1844E

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Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
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669.

1036E

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Quality: 1,772 global accepts · Rating: 2400 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: fft, geometry, number theory
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670.

665F

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Quality: 751 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers
[feecle6418's solution](#)

671.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy
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672.

1282E

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Quality: 1,222 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

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673.

449D

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674.

1779E

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Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
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675.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
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676.

1774F1

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Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[feecle6418's solution](#)

677.

1765L

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Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[feecle6418's solution](#)

678.

1765A

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Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
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679.

1764E

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Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
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680.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers
[feecle6418's solution](#)

681.

1248F

[Catowice City](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[feecle6418's solution](#)

682.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[feecle6418's solution](#)

683.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[feecle6418's solution](#)

684.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[feecle6418's solution](#)

685.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[feecle6418's solution](#)

686.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[feecle6418's solution](#)

687.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[feecle6418's solution](#)

688.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, games, graph matchings

[feecle6418's solution](#)

689.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[feecle6418's solution](#)

690.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[feecle6418's solution](#)

691.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[feecle6418's solution](#)

692.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[feecle6418's solution](#)

693.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[feecle6418's solution](#)

694.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[feecle6418's solution](#)

695.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[feecle6418's solution](#)

696.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[feecle6418's solution](#)

697.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[feecle6418's solution](#)

698.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[feecle6418's solution](#)

699.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[feecle6418's solution](#)

700.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[feecle6418's solution](#)

701.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[feecle6418's solution](#)

702.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[feecle6418's solution](#)

703.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[feecle6418's solution](#)

704.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[feecle6418's solution](#)

705.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[feecle6418's solution](#)

706.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-10-22 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[feecle6418's solution](#)

707.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[feecle6418's solution](#)

708.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[feecle6418's solution](#)

709.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[feecle6418's solution](#)

710.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · last AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[feecle6418's solution](#)

711.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · last AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[feecle6418's solution](#)

712.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[feecle6418's solution](#)

713.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: dsu, string suffix structures, strings
[feecle6418's solution](#)

714.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-03 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[feecle6418's solution](#)

715.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[feecle6418's solution](#)

716.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[feecle6418's solution](#)

717.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[feecle6418's solution](#)

718.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[feecle6418's solution](#)

719.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[feecle6418's solution](#)

720.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: dp, trees
[feecle6418's solution](#)

721.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: dp
[feecle6418's solution](#)

722.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings
[feecle6418's solution](#)

723.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures
[feecle6418's solution](#)

724.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2020-07-21 · last AC: 2020-07-21 · GNU C++11 (first AC) · Tags: binary search, graphs
[feecle6418's solution](#)

725.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[feecle6418's solution](#)

726.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[feecle6418's solution](#)

727.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[feecle6418's solution](#)

728.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[feecle6418's solution](#)

729.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2019-12-30 · GNU C++11 (first AC) · Tags: flows, trees
[feecle6418's solution](#)

730.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2019-12-25 · GNU C++11 (first AC) · Tags: flows, graphs
[feecle6418's solution](#)

731.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[feecle6418's solution](#)

732.

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[feecle6418's solution](#)

733.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, trees

[feecle6418's solution](#)

734.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[feecle6418's solution](#)

735.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[feecle6418's solution](#)

736.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[feecle6418's solution](#)

737.

1775F

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

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

[feecle6418's solution](#)

738.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[feecle6418's solution](#)

739.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, implementation

[feecle6418's solution](#)

740.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[feecle6418's solution](#)

741.

1248D2

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[feecle6418's solution](#)

742.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[feecle6418's solution](#)

743.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[feecle6418's solution](#)

744.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[feecle6418's solution](#)

745.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[feecle6418's solution](#)

746.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[feecle6418's solution](#)

747.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-02 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[feecle6418's solution](#)

748.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[feecle6418's solution](#)

749.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[feecle6418's solution](#)

750.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[feecle6418's solution](#)

751.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[feecle6418's solution](#)

752.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[feecle6418's solution](#)

753.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[feecle6418's solution](#)

754.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[feecle6418's solution](#)

755.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[feecle6418's solution](#)

756.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[feecle6418's solution](#)

757.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[feecle6418's solution](#)

758.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2022-01-21 · last AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[feecle6418's solution](#)

759.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[feecle6418's solution](#)

760.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[feecle6418's solution](#)

761.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[feecle6418's solution](#)

762.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[feecle6418's solution](#)

763.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[feecle6418's solution](#)

764.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[feecle6418's solution](#)

765.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[feecle6418's solution](#)

766.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[feecle6418's solution](#)

767.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[feecle6418's solution](#)

768.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-19 · last AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[feecle6418's solution](#)

769.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · last AC: 2021-08-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[feecle6418's solution](#)

770.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · last AC: 2021-08-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[feecle6418's solution](#)

771.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[feecle6418's solution](#)

772.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[feecle6418's solution](#)

773.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[feecle6418's solution](#)

774.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
[feecle6418's solution](#)

775.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2021-02-07 · last AC: 2021-02-07 · GNU C++11 (first AC) · Tags: dp, implementation
[feecle6418's solution](#)

776.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures, probabilities
[feecle6418's solution](#)

777.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-13 · last AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
[feecle6418's solution](#)

778.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[feecle6418's solution](#)

779.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings
[feecle6418's solution](#)

780.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation
[feecle6418's solution](#)

781.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-02 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[feecle6418's solution](#)

782.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-11 · last AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[feecle6418's solution](#)

783.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy
[feecle6418's solution](#)

784.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: dp

[feecle6418's solution](#)

785.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[feecle6418's solution](#)

786.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[feecle6418's solution](#)

787.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: combinatorics, fft

[feecle6418's solution](#)

788.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: dp, number theory

[feecle6418's solution](#)

789.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[feecle6418's solution](#)

790.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[feecle6418's solution](#)

791.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[feecle6418's solution](#)

792.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[feecle6418's solution](#)

793.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[feecle6418's solution](#)

794.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[feecle6418's solution](#)

795.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[feecle6418's solution](#)

796.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[feecle6418's solution](#)

797.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[feecle6418's solution](#)

798.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[feecle6418's solution](#)

799.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[feecle6418's solution](#)

800.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[feecle6418's solution](#)

801.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[feecle6418's solution](#)

802.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[feecle6418's solution](#)

803.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[feecle6418's solution](#)

804.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[feecle6418's solution](#)

805.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[feecle6418's solution](#)

806.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[feecle6418's solution](#)

807.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[feecle6418's solution](#)

808.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[feecle6418's solution](#)

809.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[feecle6418's solution](#)

810.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[feecle6418's solution](#)

811.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[feecle6418's solution](#)

812.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[feecle6418's solution](#)

813.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-25 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[feecle6418's solution](#)

814.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[feecle6418's solution](#)

815.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[feecle6418's solution](#)

816.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[feecle6418's solution](#)

817.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[feecle6418's solution](#)

818.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[feecle6418's solution](#)

819.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[feecle6418's solution](#)

820.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[feecle6418's solution](#)

821.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: data structures, dp, matrices

[feecle6418's solution](#)

822.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[feecle6418's solution](#)

823.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[feecle6418's solution](#)

824.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[feecle6418's solution](#)

825.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-10-13 · last AC: 2020-10-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math

[feecle6418's solution](#)

826.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-28 · last AC: 2020-09-30 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[feecle6418's solution](#)

827.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[feecle6418's solution](#)

828.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-13 · last AC: 2020-09-14 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[feecle6418's solution](#)

829.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2020-07-21 · last AC: 2020-07-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[feecle6418's solution](#)

830.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2020-07-20 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: brute force, data structures

[feecle6418's solution](#)

831.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2020-04-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[feecle6418's solution](#)

832.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2020-03-16 · GNU C++11 (first AC) · Tags: math

[feecle6418's solution](#)

833.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 2600 · first AC: 2018-10-24 · last AC: 2018-10-25 · GNU C++11 (first AC) · Tags: data structures, probabilities

[feecle6418's solution](#)

834.

336E

[Vasily the Bear and Painting Square](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2700 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp,

implementation

[feecle6418's solution](#)

835.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[feecle6418's solution](#)

836.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[feecle6418's solution](#)

837.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[feecle6418's solution](#)

838.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[feecle6418's solution](#)

839.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities, trees

[feecle6418's solution](#)

840.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[feecle6418's solution](#)

841.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[feecle6418's solution](#)

842.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[feecle6418's solution](#)

843.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[feecle6418's solution](#)

844.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[feecle6418's solution](#)

845.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, sortings

[feecle6418's solution](#)

846.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[feecle6418's solution](#)

847.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[feecle6418's solution](#)

848.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[feecle6418's solution](#)

849.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[feecle6418's solution](#)

850.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[feecle6418's solution](#)

851.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[feecle6418's solution](#)

852.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2021-11-05 · last AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[feecle6418's solution](#)

853.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[feecle6418's solution](#)

854.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp,

matrices, string suffix structures, strings

[feecle6418's solution](#)

855.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[feecle6418's solution](#)

856.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[feecle6418's solution](#)

857.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-04 · last AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[feecle6418's solution](#)

858.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[feecle6418's solution](#)

859.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: probabilities, shortest paths

[feecle6418's solution](#)

860.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[feecle6418's solution](#)

861.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[feecle6418's solution](#)

862.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[feecle6418's solution](#)

863.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: dp, matrices

[feecle6418's solution](#)

864.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: bitmasks, games, math, matrices

[feecle6418's solution](#)

865.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: math, matrices

[feecle6418's solution](#)

866.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing

[feecle6418's solution](#)

867.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[feecle6418's solution](#)

868.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[feecle6418's solution](#)

869.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[feecle6418's solution](#)

870.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: dp, greedy

[feecle6418's solution](#)

871.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2026-04-15 · last AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[feecle6418's solution](#)

872.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[feecle6418's solution](#)

873.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[feecle6418's solution](#)

874.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[feecle6418's solution](#)

875.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[feecle6418's solution](#)

876.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-23 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[feecle6418's solution](#)

877.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[feecle6418's solution](#)

878.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[feecle6418's solution](#)

879.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[feecle6418's solution](#)

880.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[feecle6418's solution](#)

881.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[feecle6418's solution](#)

882.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[feecle6418's solution](#)

883.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[feecle6418's solution](#)

884.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[feecle6418's solution](#)

885.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[feecle6418's solution](#)

886.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[feecle6418's solution](#)

887.

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[feecle6418's solution](#)

888.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[feecle6418's solution](#)

889.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[feecle6418's solution](#)

890.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[feecle6418's solution](#)

891.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[feecle6418's solution](#)

892.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[feecle6418's solution](#)

893.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[feecle6418's solution](#)

894.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[feecle6418's solution](#)

895.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[feecle6418's solution](#)

896.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[feecle6418's solution](#)

897.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: dp, games
[feecle6418's solution](#)

898.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy
[feecle6418's solution](#)

899.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees
[feecle6418's solution](#)

900.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math
[feecle6418's solution](#)

901.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[feecle6418's solution](#)

902.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-12-17 · last AC: 2020-12-17 · GNU C++11 (first AC) · Tags: dp, math
[feecle6418's solution](#)

903.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths
[feecle6418's solution](#)

904.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[feecle6418's solution](#)

905.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, trees
[feecle6418's solution](#)

906.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: data structures

[feecle6418's solution](#)

907.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, implementation

[feecle6418's solution](#)

908.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[feecle6418's solution](#)

909.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[feecle6418's solution](#)

910.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, string suffix structures

[feecle6418's solution](#)

911.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[feecle6418's solution](#)

912.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[feecle6418's solution](#)

913.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[feecle6418's solution](#)

914.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[feecle6418's solution](#)

915.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[feecle6418's solution](#)

916.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[feecle6418's solution](#)

917.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[feecle6418's solution](#)

918.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[feecle6418's solution](#)

919.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[feecle6418's solution](#)

920.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[feecle6418's solution](#)

921.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[feecle6418's solution](#)

922.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory

[feecle6418's solution](#)

923.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[feecle6418's solution](#)

924.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[feecle6418's solution](#)

925.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[feecle6418's solution](#)

926.

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[feecle6418's solution](#)

927.

183E

[Candy Shop](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2900 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[feecle6418's solution](#)

928.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[feecle6418's solution](#)

929.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs
[feecle6418's solution](#)

930.

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[feecle6418's solution](#)

931.

128E

[Birthday](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2900 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[feecle6418's solution](#)

932.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings
[feecle6418's solution](#)

933.

89E

[Fire and Ice](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 2900 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[feecle6418's solution](#)

934.

68E

[Contact](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2900 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[feecle6418's solution](#)

935.

1668F

[Edge Elimination](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[feecle6418's solution](#)

936.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
[feecle6418's solution](#)

937.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[feecle6418's solution](#)

938.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[feecle6418's solution](#)

939.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows
[feecle6418's solution](#)

940.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy
[feecle6418's solution](#)

941.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[feecle6418's solution](#)

942.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees
[feecle6418's solution](#)

943.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks
[feecle6418's solution](#)

944.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[feecle6418's solution](#)

945.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[feecle6418's solution](#)

946.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: flows
[feecle6418's solution](#)

947.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-07-30 · last AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[feecle6418's solution](#)

948.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, trees
[feecle6418's solution](#)

949.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[feecle6418's solution](#)

950.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[feecle6418's solution](#)

951.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: dp, greedy

[feecle6418's solution](#)

952.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: data structures, trees

[feecle6418's solution](#)

953.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp, trees

[feecle6418's solution](#)

954.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[feecle6418's solution](#)

955.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[feecle6418's solution](#)

956.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[feecle6418's solution](#)

957.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2021-01-04 · last AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[feecle6418's solution](#)

958.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[feecle6418's solution](#)

959.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[feecle6418's solution](#)

960.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: data structures

[feecle6418's solution](#)

961.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[feecle6418's solution](#)

962.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: strings

[feecle6418's solution](#)

963.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy, number theory, probabilities

[feecle6418's solution](#)

964.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[feecle6418's solution](#)

965.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[feecle6418's solution](#)

966.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[feecle6418's solution](#)

967.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[feecle6418's solution](#)

968.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[feecle6418's solution](#)

969.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[feecle6418's solution](#)

970.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[feecle6418's solution](#)

971.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[feecle6418's solution](#)

972.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[feecle6418's solution](#)

973.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[feecle6418's solution](#)

974.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[feecle6418's solution](#)

975.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[feecle6418's solution](#)

976.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[feecle6418's solution](#)

977.

154E

[Martian Colony](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3000 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[feecle6418's solution](#)

978.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[feecle6418's solution](#)

979.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[feecle6418's solution](#)

980.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[feecle6418's solution](#)

981.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[feecle6418's solution](#)

982.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[feecle6418's solution](#)

983.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math

[feecle6418's solution](#)

984.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[feecle6418's solution](#)

985.

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[feecle6418's solution](#)

986.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[feecle6418's solution](#)

987.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[feecle6418's solution](#)

988.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[feecle6418's solution](#)

989.

568E

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

Quality: 632 global accepts · Rating: 3000 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: data structures, dp

[feecle6418's solution](#)

990.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2021-08-11 · last AC: 2021-08-11 · GNU C++11 (first AC) · Tags: two pointers

[feecle6418's solution](#)

991.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: dp, greedy

[feecle6418's solution](#)

992.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: data structures

[feecle6418's solution](#)

993.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[feecle6418's solution](#)

994.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[feecle6418's solution](#)

995.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[feecle6418's solution](#)

996.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[feecle6418's solution](#)

997.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: data structures, strings

[feecle6418's solution](#)

998.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2020-07-21 · last AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[feecle6418's solution](#)

999.

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, sortings, trees

[feecle6418's solution](#)

1000.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[feecle6418's solution](#)

1001.

947E

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

Rating: 3100 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, matrices

[feecle6418's solution](#)

1002.

329E

[Evil](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 3100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[feecle6418's solution](#)

1003.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[feecle6418's solution](#)

1004.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp
[feecle6418's solution](#)

1005.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[feecle6418's solution](#)

1006.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp
[feecle6418's solution](#)

1007.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[feecle6418's solution](#)

1008.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings
[feecle6418's solution](#)

1009.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees
[feecle6418's solution](#)

1010.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[feecle6418's solution](#)

1011.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, math
[feecle6418's solution](#)

1012.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[feecle6418's solution](#)

1013.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[feecle6418's solution](#)

1014.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[feecle6418's solution](#)**1015.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[feecle6418's solution](#)**1016.**

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[feecle6418's solution](#)**1017.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[feecle6418's solution](#)**1018.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[feecle6418's solution](#)**1019.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[feecle6418's solution](#)**1020.**

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2021-04-29 · last AC: 2021-04-29 · GNU C++11 (first AC) · Tags: math, number theory

[feecle6418's solution](#)**1021.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: dp, fft, math

[feecle6418's solution](#)**1022.**

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[feecle6418's solution](#)**1023.**

1210F1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: brute force, probabilities

[feecle6418's solution](#)**1024.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[feecle6418's solution](#)

1025.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[feecle6418's solution](#)

1026.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[feecle6418's solution](#)

1027.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2022-10-19 · PyPy 3-64 (first AC) · Tags: interactive, math, number theory

[feecle6418's solution](#)

1028.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: games

[feecle6418's solution](#)

1029.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[feecle6418's solution](#)

1030.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[feecle6418's solution](#)

1031.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[feecle6418's solution](#)

1032.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[feecle6418's solution](#)

1033.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[feecle6418's solution](#)

1034.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[feecle6418's solution](#)

1035.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[feecle6418's solution](#)

1036.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math
[feecle6418's solution](#)

1037.

1584G

[Eligible Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3200 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[feecle6418's solution](#)

1038.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees
[feecle6418's solution](#)

1039.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[feecle6418's solution](#)

1040.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers
[feecle6418's solution](#)

1041.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees
[feecle6418's solution](#)

1042.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry
[feecle6418's solution](#)

1043.

1403C

[Chess Rush](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 3200 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: *special, combinatorics, dp, implementation, math
[feecle6418's solution](#)

1044.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, strings
[feecle6418's solution](#)

1045.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[feecle6418's solution](#)

1046.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[feecle6418's solution](#)

1047.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[feecle6418's solution](#)

1048.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[feecle6418's solution](#)

1049.

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2021-02-07 · last AC: 2021-02-07 · GNU C++11 (first AC) · Tags: brute force, probabilities

[feecle6418's solution](#)

1050.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[feecle6418's solution](#)

1051.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: math, probabilities

[feecle6418's solution](#)

1052.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[feecle6418's solution](#)

1053.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2020-07-25 · last AC: 2020-07-25 · GNU C++11 (first AC) · Tags: dp, fft, graphs, math, probabilities

[feecle6418's solution](#)

1054.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[feecle6418's solution](#)

1055.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[feecle6418's solution](#)

1056.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[feecle6418's solution](#)

1057.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[feecle6418's solution](#)

1058.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[feecle6418's solution](#)

1059.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings
[feecle6418's solution](#)

1060.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees
[feecle6418's solution](#)

1061.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees
[feecle6418's solution](#)

1062.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math
[feecle6418's solution](#)

1063.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings
[feecle6418's solution](#)

1064.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
[feecle6418's solution](#)

1065.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings
[feecle6418's solution](#)

1066.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[feecle6418's solution](#)

1067.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[feecle6418's solution](#)

1068.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-17 · last AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, sortings, trees

[feecle6418's solution](#)

1069.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, probabilities

[feecle6418's solution](#)

1070.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[feecle6418's solution](#)

1071.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2021-03-14 · last AC: 2021-03-14 · GNU C++11 (first AC) · Tags: binary search, data structures

[feecle6418's solution](#)

1072.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: data structures

[feecle6418's solution](#)

1073.

639F

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

Quality: 450 global accepts · Rating: 3300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[feecle6418's solution](#)

1074.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[feecle6418's solution](#)

1075.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[feecle6418's solution](#)

1076.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[feecle6418's solution](#)

1077.

1220G

[Geolocation](#) · [Tutorial](#)

Quality: 74 global accepts · Rating: 3400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[feecle6418's solution](#)

1078.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[feecle6418's solution](#)

1079.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[feecle6418's solution](#)

1080.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[feecle6418's solution](#)

1081.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[feecle6418's solution](#)

1082.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[feecle6418's solution](#)

1083.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[feecle6418's solution](#)

1084.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[feecle6418's solution](#)

1085.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, trees

[feecle6418's solution](#)

1086.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math,

meet-in-the-middle

[feecle6418's solution](#)

1087.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[feecle6418's solution](#)

1088.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

[feecle6418's solution](#)

1089.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: interactive, math

[feecle6418's solution](#)

1090.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[feecle6418's solution](#)

1091.

1656I

[Neighbour Ordering](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3500 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[feecle6418's solution](#)

1092.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[feecle6418's solution](#)

1093.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[feecle6418's solution](#)

1094.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[feecle6418's solution](#)

1095.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[feecle6418's solution](#)

1096.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-04 · last AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

constructive algorithms, greedy, math, number theory

[feecle6418's solution](#)

1097.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[feecle6418's solution](#)

1098.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[feecle6418's solution](#)

1099.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs

[feecle6418's solution](#)

1100.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[feecle6418's solution](#)

1101.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[feecle6418's solution](#)

1102.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[feecle6418's solution](#)

1103.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[feecle6418's solution](#)

1104.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[feecle6418's solution](#)

1105.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,976 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[feecle6418's solution](#)

1106.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy,

math, probabilities, trees

[feecle6418's solution](#)

1107.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[feecle6418's solution](#)

1108.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[feecle6418's solution](#)

1109.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-03 · PHP (first AC) · Tags: *special, brute force, games, interactive

[feecle6418's solution](#)

1110.

1952D

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

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: *special, implementation

[feecle6418's solution](#)

1111.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[feecle6418's solution](#)

1112.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[feecle6418's solution](#)

1113.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[feecle6418's solution](#)

1114.

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[feecle6418's solution](#)

1115.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[feecle6418's solution](#)

1116.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[feecle6418's solution](#)

1117.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1118.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1119.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1120.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1121.

104114I

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

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1122.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1123.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1124.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1125.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1126.

104077H

[Power of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1127.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1128.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1129.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1130.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1131.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1132.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1133.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1134.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1135.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1136.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1137.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1138.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1139.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1140.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1141.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1142.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1143.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1144.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1145.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1146.

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1147.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1148.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1149.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1150.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1151.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1152.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[feecle6418's solution](#)

1153.

103470K

[Ancient Magic Circle in Teyvat](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1154.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1155.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1156.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1157.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1158.

103446F

[Kaiji!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1159.

103446A

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

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1160.

103446L

[Three,Three,Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1161.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1162.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1163.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1164.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1165.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1166.

103446B

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

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1167.

103446J

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

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1168.

103446D

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

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1169.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1170.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1171.

102059J

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

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1172.

103698E

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1173.

103698G

[Palinomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1174.

103698F

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1175.

103427C

[Cards of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[feecle6418's solution](#)

1176.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1177.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[feecle6418's solution](#)

1178.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1179.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1180.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1181.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1182.

103427L

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

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1183.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1184.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[feecle6418's solution](#)

1185.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1186.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings
[feecle6418's solution](#)

1187.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[feecle6418's solution](#)

1188.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[feecle6418's solution](#)

1189.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[feecle6418's solution](#)

1190.

103371K

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

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1191.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1192.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1193.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1194.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1195.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1196.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1197.

103439D

[LIS Counting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1198.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1199.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1200.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1201.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1202.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1203.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1204.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1205.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1206.

103439I

[Colourful Permutation Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1207.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1208.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1209.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[feecle6418's solution](#)

1210.

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1211.

103500A

[Existence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1212.

103500C

[eerT tuC kniL](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[feecle6418's solution](#)

1213.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities
[feecle6418's solution](#)

1214.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[feecle6418's solution](#)

1215.

undefined294

[He's Circles](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: —
[feecle6418's solution](#)

1216.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[feecle6418's solution](#)

1217.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: *special, bitmasks

[feecle6418's solution](#)

1218.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: *special, math, number theory

[feecle6418's solution](#)

1219.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: *special, implementation

[feecle6418's solution](#)