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Unique solved — fivefourthreeone

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

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- 1.**
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- 2.**
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- 3.**
1466B
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- 4.**
1466A
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- 5.**
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- 6.**
1468E
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1428A
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618A
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11.

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12.

1091A

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13.

1097A

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14.

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15.

1368A

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17.

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18.

1345A

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19.

1348A

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20.

1269A

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21.

1303A

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22.

1300A

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23.

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25.

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26.

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27.

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28.

1468N

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29.

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30.

1201A

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33.

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34.

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35.

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36.

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1339A

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38.

1313A

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39.

1330A

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41.

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43.

1359A

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1300B

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47.

1333A

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48.

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49.

618B

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50.

1375A

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51.

1345B

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52.

1293A

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53.

1304B

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54.

1333B

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55.

1495A

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56.

1491B

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57.

1428B

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58.

514A

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59.

1130B

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60.

1375B

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61.

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62.

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63.

1371B

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64.

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65.

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66.

1364A

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67.

1362B

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68.

1343C

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69.

1339B

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70.

1334A

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71.

1245B

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72.

1638C

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73.

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74.

932B

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75.

840A

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theory, sortings

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76.

573A

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77.

1381A1

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78.

1007A

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79.

1371C

[A Cookie for You](#) · [Tutorial](#)

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80.

871A

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81.

1364B

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82.

1238B

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83.

1341B

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84.

1307B

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85.

1291B

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86.

1679C

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87.

988C

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88.

1451C

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89.

1468C

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90.

1427B

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91.

668A

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92.

514B

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93.

1201C

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94.

1130C

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95.

1103A

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[fivefourthreeone's solution](#)

96.

1375C

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97.

1091C

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98.

1097C

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99.

1362C

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100.

1348B

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101.

1303B

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102.

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[fivefourthreeone's solution](#)

103.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

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104.

505B

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105.

1245C

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106.

1466D

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107.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[fivefourthreeone's solution](#)

108.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fivefourthreeone's solution](#)

109.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[fivefourthreeone's solution](#)

110.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[fivefourthreeone's solution](#)

111.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[fivefourthreeone's solution](#)

112.

790A

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

Rating: 1500 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fivefourthreeone's solution](#)

113.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fivefourthreeone's solution](#)

114.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[fivefourthreeone's solution](#)

115.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[fivefourthreeone's solution](#)

116.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[fivefourthreeone's solution](#)

117.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fivefourthreeone's solution](#)

118.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[fivefourthreeone's solution](#)

119.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[fivefourthreeone's solution](#)

120.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · Java 11 (first AC) · Tags: constructive algorithms
[fivefourthreeone's solution](#)

121.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[fivefourthreeone's solution](#)

122.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-04-30 · Java 8 (first AC) · Tags: brute force, sortings
[fivefourthreeone's solution](#)

123.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · Java 8 (first AC) · Tags: greedy, implementation
[fivefourthreeone's solution](#)

124.

1300C

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

Rating: 1500 · first AC: 2020-04-22 · Java 8 (first AC) · Tags: greedy, math
[fivefourthreeone's solution](#)

125.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-04-20 · Java 8 (first AC) · Tags: brute force, dp, math, strings
[fivefourthreeone's solution](#)

126.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-04-18 · Java 8 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[fivefourthreeone's solution](#)

127.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-04-17 · Java 8 (first AC) · Tags: brute force, data structures, implementation
[fivefourthreeone's solution](#)

128.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · Java 8 (first AC) · Tags: bitmasks, brute force, greedy
[fivefourthreeone's solution](#)

129.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[fivefourthreeone's solution](#)

130.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[fivefourthreeone's solution](#)

131.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fivefourthreeone's solution](#)

132.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[fivefourthreeone's solution](#)

133.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[fivefourthreeone's solution](#)

134.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[fivefourthreeone's solution](#)

135.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[fivefourthreeone's solution](#)

136.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: strings

[fivefourthreeone's solution](#)

137.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[fivefourthreeone's solution](#)

138.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[fivefourthreeone's solution](#)

139.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[fivefourthreeone's solution](#)

140.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu
[fivefourthreeone's solution](#)

141.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math
[fivefourthreeone's solution](#)

142.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, math
[fivefourthreeone's solution](#)

143.

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[fivefourthreeone's solution](#)

144.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings
[fivefourthreeone's solution](#)

145.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation
[fivefourthreeone's solution](#)

146.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2020-06-24 · Java 11 (first AC) · Tags: constructive algorithms
[fivefourthreeone's solution](#)

147.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2020-06-22 · Java 11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[fivefourthreeone's solution](#)

148.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · Java 11 (first AC) · Tags: brute force, constructive algorithms, greedy
[fivefourthreeone's solution](#)

149.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · Java 8 (first AC) · Tags: math, sortings
[fivefourthreeone's solution](#)

150.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2020-04-24 · Java 8 (first AC) · Tags: dp, greedy, math

[fivefourthreeone's solution](#)

151.

1282B2

[K for the Price of One \(Hard Version\) · Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2020-04-16 · Java 8 (first AC) · Tags: dp, greedy, sortings

[fivefourthreeone's solution](#)

152.

1337C

[Linova and Kingdom · Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · Java 8 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[fivefourthreeone's solution](#)

153.

1291C

[Mind Control · Tutorial](#)

Rating: 1600 · first AC: 2020-04-14 · Java 8 (first AC) · Tags: brute force, data structures, greedy, math

[fivefourthreeone's solution](#)

154.

1850H

[The Third Letter · Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[fivefourthreeone's solution](#)

155.

1503B

[3-Coloring · Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[fivefourthreeone's solution](#)

156.

1491C

[Pekora and Trampoline · Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[fivefourthreeone's solution](#)

157.

582A

[GCD Table · Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[fivefourthreeone's solution](#)

158.

1383A

[String Transformation 1 · Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[fivefourthreeone's solution](#)

159.

1130D1

[Toy Train \(Simplified\) · Tutorial](#)

Rating: 1700 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[fivefourthreeone's solution](#)

160.

1381A2

[Prefix Flip \(Hard Version\) · Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · Java 8 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[fivefourthreeone's solution](#)

161.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[fivefourthreeone's solution](#)

162.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2020-07-14 · Java 11 (first AC) · Tags: binary search, dfs and similar

[fivefourthreeone's solution](#)

163.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2020-07-03 · Java 11 (first AC) · Tags: combinatorics, dp, math

[fivefourthreeone's solution](#)

164.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2020-07-02 · Java 11 (first AC) · Tags: constructive algorithms, math

[fivefourthreeone's solution](#)

165.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[fivefourthreeone's solution](#)

166.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fivefourthreeone's solution](#)

167.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[fivefourthreeone's solution](#)

168.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,657 global accepts · Rating: 1700 · first AC: 2020-06-18 · Java 11 (first AC) · Tags: bitmasks, greedy, math

[fivefourthreeone's solution](#)

169.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2020-06-18 · last AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[fivefourthreeone's solution](#)

170.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2020-06-12 · Java 11 (first AC) · Tags: binary search, data structures, greedy, sortings

[fivefourthreeone's solution](#)

171.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2020-06-12 · Java 11 (first AC) · Tags: math

[fivefourthreeone's solution](#)

172.

1362D

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

Rating: 1700 · first AC: 2020-06-04 · Java 11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[fivefourthreeone's solution](#)

173.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · last AC: 2020-05-28 · Java 11 (first AC) · Tags: binary search, math

[fivefourthreeone's solution](#)

174.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-27 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[fivefourthreeone's solution](#)

175.

1341D

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

Rating: 1700 · first AC: 2020-04-23 · Java 8 (first AC) · Tags: bitmasks, dp, greedy

[fivefourthreeone's solution](#)

176.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · Java 8 (first AC) · Tags: brute force, data structures, greedy, two pointers

[fivefourthreeone's solution](#)

177.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-15 · Java 8 (first AC) · Tags: bitmasks, combinatorics, math

[fivefourthreeone's solution](#)

178.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-04-12 · Java 8 (first AC) · Tags: dfs and similar, graphs, shortest paths

[fivefourthreeone's solution](#)

179.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2020-04-09 · Java 8 (first AC) · Tags: dp, greedy

[fivefourthreeone's solution](#)

180.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2020-04-09 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs

[fivefourthreeone's solution](#)

181.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · Java 8 (first AC) · Tags: binary search, data structures, implementation, two pointers

[fivefourthreeone's solution](#)

182.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2020-04-07 · Java 8 (first AC) · Tags: brute force, dp, greedy

[fivefourthreeone's solution](#)

183.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-04-07 · Java 8 (first AC) · Tags: dp, implementation

[fivefourthreeone's solution](#)

184.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-04-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fivefourthreeone's solution](#)

185.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[fivefourthreeone's solution](#)

186.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[fivefourthreeone's solution](#)

187.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[fivefourthreeone's solution](#)

188.

1468J

[Road Reform](#) · [Tutorial](#)

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

[fivefourthreeone's solution](#)

189.

301A

[Yaroslav and Sequence](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[fivefourthreeone's solution](#)

190.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, sortings, two pointers

[fivefourthreeone's solution](#)

191.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, probabilities, two pointers

[fivefourthreeone's solution](#)

192.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[fivefourthreeone's solution](#)

193.

668B

[Little Artem and Dance](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fivefourthreeone's solution](#)

194.

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[fivefourthreeone's solution](#)

195.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fivefourthreeone's solution](#)

196.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2020-06-11 · Java 11 (first AC) · Tags: implementation, math

[fivefourthreeone's solution](#)

197.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-22 · Java 8 (first AC) · Tags: geometry

[fivefourthreeone's solution](#)

198.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-04-18 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[fivefourthreeone's solution](#)

199.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2020-04-16 · Java 8 (first AC) · Tags: greedy, sortings, two pointers

[fivefourthreeone's solution](#)

200.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-04-15 · Java 8 (first AC) · Tags: combinatorics, dp, math

[fivefourthreeone's solution](#)

201.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-14 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fivefourthreeone's solution](#)

202.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-14 · Java 8 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[fivefourthreeone's solution](#)

203.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2020-04-13 · Java 8 (first AC) · Tags: brute force, math

[fivefourthreeone's solution](#)

204.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · Java 8 (first AC) · Tags: brute force, data structures, dp, two pointers

[fivefourthreeone's solution](#)

205.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-04-13 · Java 8 (first AC) · Tags: dfs and similar, dp, graphs, trees

[fivefourthreeone's solution](#)

206.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2020-04-12 · Java 8 (first AC) · Tags: data structures, dp, two pointers

[fivefourthreeone's solution](#)

207.

1339D

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

Rating: 1800 · first AC: 2020-04-12 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[fivefourthreeone's solution](#)

208.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · Java 8 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[fivefourthreeone's solution](#)

209.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[fivefourthreeone's solution](#)

210.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[fivefourthreeone's solution](#)

211.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[fivefourthreeone's solution](#)

212.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[fivefourthreeone's solution](#)

213.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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214.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers
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215.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs
[fivefourthreeone's solution](#)

216.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees
[fivefourthreeone's solution](#)

217.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math
[fivefourthreeone's solution](#)

218.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-07-07 · Java 11 (first AC) · Tags: binary search, data structures
[fivefourthreeone's solution](#)

219.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: brute force, constructive algorithms, sortings
[fivefourthreeone's solution](#)

220.

949C

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

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
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221.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · Java 11 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[fivefourthreeone's solution](#)

222.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[fivefourthreeone's solution](#)

223.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[fivefourthreeone's solution](#)

224.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · Java 11 (first AC) · Tags: dp, graphs, greedy, math, trees
[fivefourthreeone's solution](#)

225.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2020-06-11 · Java 11 (first AC) · Tags: binary search, flows, greedy, two pointers
[fivefourthreeone's solution](#)

226.

1362E

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

Rating: 1900 · first AC: 2020-06-07 · Java 11 (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers
[fivefourthreeone's solution](#)

227.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · Java 8 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[fivefourthreeone's solution](#)

228.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-04-29 · Java 8 (first AC) · Tags: bitmasks, greedy
[fivefourthreeone's solution](#)

229.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-04-27 · Java 8 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[fivefourthreeone's solution](#)

230.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-04-24 · Java 8 (first AC) · Tags: binary search, combinatorics, dp, strings
[fivefourthreeone's solution](#)

231.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-04-20 · Java 8 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
[fivefourthreeone's solution](#)

232.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2020-04-09 · Java 8 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees
[fivefourthreeone's solution](#)

233.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dp
[fivefourthreeone's solution](#)

234.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[fivefourthreeone's solution](#)

235.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[fivefourthreeone's solution](#)

236.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[fivefourthreeone's solution](#)

237.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[fivefourthreeone's solution](#)

238.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[fivefourthreeone's solution](#)

239.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fivefourthreeone's solution](#)

240.

514D

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

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[fivefourthreeone's solution](#)

241.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[fivefourthreeone's solution](#)

242.

1130E

[Wrong Answer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[fivefourthreeone's solution](#)

243.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[fivefourthreeone's solution](#)

244.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2020-07-14 · Java 11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[fivefourthreeone's solution](#)

245.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2020-07-13 · Java 11 (first AC) · Tags: binary search, constructive algorithms, interactive

[fivefourthreeone's solution](#)

246.

214E

[Relay Race](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fivefourthreeone's solution](#)

247.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-21 · Java 11 (first AC) · Tags: brute force, implementation, interactive

[fivefourthreeone's solution](#)

248.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[fivefourthreeone's solution](#)

249.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · Java 11 (first AC) · Tags: data structures, dp, implementation, two pointers

[fivefourthreeone's solution](#)

250.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · Java 11 (first AC) · Tags: combinatorics, math, number theory

[fivefourthreeone's solution](#)

251.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · Java 8 (first AC) · Tags: math, number theory, trees

[fivefourthreeone's solution](#)

252.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[fivefourthreeone's solution](#)

253.

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-06 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[fivefourthreeone's solution](#)

254.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-05-05 · Java 8 (first AC) · Tags: constructive algorithms, graphs, math, sortings,

trees

[fivefourthreeone's solution](#)

255.

1269D

[Domino for Young](#) · [Tutorial](#)

Quality: 2000 · first AC: 2020-04-30 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, math

[fivefourthreeone's solution](#)

256.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-04-26 · Java 8 (first AC) · Tags: data structures

[fivefourthreeone's solution](#)

257.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2020-04-26 · Java 8 (first AC) · Tags: bitmasks, brute force, dp

[fivefourthreeone's solution](#)

258.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2020-04-23 · Java 8 (first AC) · Tags: dp

[fivefourthreeone's solution](#)

259.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-04-21 · Java 8 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[fivefourthreeone's solution](#)

260.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-04-18 · Java 8 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[fivefourthreeone's solution](#)

261.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-04-17 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[fivefourthreeone's solution](#)

262.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-04-13 · Java 8 (first AC) · Tags: ternary search

[fivefourthreeone's solution](#)

263.

1483C

[Skyline Photo](#) · [Tutorial](#)

Quality: 2100 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[fivefourthreeone's solution](#)

264.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[fivefourthreeone's solution](#)

265.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[fivefourthreeone's solution](#)

266.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[fivefourthreeone's solution](#)

267.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[fivefourthreeone's solution](#)

268.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[fivefourthreeone's solution](#)

269.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[fivefourthreeone's solution](#)

270.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[fivefourthreeone's solution](#)

271.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[fivefourthreeone's solution](#)

272.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees

[fivefourthreeone's solution](#)

273.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[fivefourthreeone's solution](#)

274.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[fivefourthreeone's solution](#)

275.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees
[fivefourthreeone's solution](#)

276.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[fivefourthreeone's solution](#)

277.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2020-06-23 · Java 11 (first AC) · Tags: data structures, greedy, math, strings

[fivefourthreeone's solution](#)

278.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2020-06-22 · Java 11 (first AC) · Tags: constructive algorithms, geometry

[fivefourthreeone's solution](#)

279.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[fivefourthreeone's solution](#)

280.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2020-06-21 · Java 11 (first AC) · Tags: data structures, dp, greedy

[fivefourthreeone's solution](#)

281.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[fivefourthreeone's solution](#)

282.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[fivefourthreeone's solution](#)

283.

322E

[Ciel the Commander](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer

[fivefourthreeone's solution](#)

284.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-05-16 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[fivefourthreeone's solution](#)

285.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-05-13 · Java 8 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[fivefourthreeone's solution](#)

286.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-05-08 · Java 11 (first AC) · Tags: binary search, combinatorics, dp, math

[fivefourthreeone's solution](#)

287.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2020-05-05 · Java 8 (first AC) · Tags: data structures, implementation

[fivefourthreeone's solution](#)

288.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2020-04-30 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[fivefourthreeone's solution](#)

289.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-04-30 · Java 8 (first AC) · Tags: dp, sortings, trees

[fivefourthreeone's solution](#)

290.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · Java 8 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[fivefourthreeone's solution](#)

291.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2020-04-12 · Java 8 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[fivefourthreeone's solution](#)

292.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[fivefourthreeone's solution](#)

293.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[fivefourthreeone's solution](#)

294.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[fivefourthreeone's solution](#)

295.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[fivefourthreeone's solution](#)

296.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[fivefourthreeone's solution](#)

297.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[fivefourthreeone's solution](#)

298.

1468H

[K and Medians](#) · [Tutorial](#)

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

[fivefourthreeone's solution](#)

299.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[fivefourthreeone's solution](#)

300.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[fivefourthreeone's solution](#)

301.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[fivefourthreeone's solution](#)

302.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

[fivefourthreeone's solution](#)

303.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[fivefourthreeone's solution](#)

304.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fivefourthreeone's solution](#)

305.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[fivefourthreeone's solution](#)

306.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fivefourthreeone's solution](#)

307.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[fivefourthreeone's solution](#)

308.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[fivefourthreeone's solution](#)

309.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[fivefourthreeone's solution](#)

310.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[fivefourthreeone's solution](#)

311.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[fivefourthreeone's solution](#)

312.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[fivefourthreeone's solution](#)

313.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-06-16 · Java 11 (first AC) · Tags: data structures, dp, greedy, sortings

[fivefourthreeone's solution](#)

314.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[fivefourthreeone's solution](#)

315.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[fivefourthreeone's solution](#)

316.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[fivefourthreeone's solution](#)

317.

1249F

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Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[fivefourthreeone's solution](#)

318.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[fivefourthreeone's solution](#)

319.

1039C

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Quality: 1,492 global accepts · Rating: 2200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[fivefourthreeone's solution](#)

320.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[fivefourthreeone's solution](#)

321.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[fivefourthreeone's solution](#)

322.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-06-09 · Java 11 (first AC) · Tags: bitmasks, dp

[fivefourthreeone's solution](#)

323.

1092D2

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Quality: 3,377 global accepts · Rating: 2200 · first AC: 2020-06-09 · Java 11 (first AC) · Tags: data structures, implementation

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324.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-06-07 · Java 11 (first AC) · Tags: dp

[fivefourthreeone's solution](#)

325.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2020-05-19 · Java 11 (first AC) · Tags: binary search, data structures

[fivefourthreeone's solution](#)

326.

1295E

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Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-05-13 · Java 8 (first AC) · Tags: data structures, divide and conquer

[fivefourthreeone's solution](#)

327.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2020-05-10 · Java 11 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[fivefourthreeone's solution](#)

328.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2020-05-07 · Java 11 (first AC) · Tags: constructive algorithms, data structures, greedy

[fivefourthreeone's solution](#)

329.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2020-04-29 · Java 8 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[fivefourthreeone's solution](#)

330.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-04-26 · Java 8 (first AC) · Tags: bitmasks, dp

[fivefourthreeone's solution](#)

331.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-04-17 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fivefourthreeone's solution](#)

332.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-15 · Java 8 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[fivefourthreeone's solution](#)

333.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2020-04-13 · Java 8 (first AC) · Tags: data structures

[fivefourthreeone's solution](#)

334.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[fivefourthreeone's solution](#)

335.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[fivefourthreeone's solution](#)

336.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[fivefourthreeone's solution](#)

337.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[fivefourthreeone's solution](#)

338.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · last AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[fivefourthreeone's solution](#)

339.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings
[fivefourthreeone's solution](#)

340.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[fivefourthreeone's solution](#)

341.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[fivefourthreeone's solution](#)

342.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees
[fivefourthreeone's solution](#)

343.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[fivefourthreeone's solution](#)

344.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[fivefourthreeone's solution](#)

345.

709E

[Centroids](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[fivefourthreeone's solution](#)

346.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[fivefourthreeone's solution](#)

347.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy
[fivefourthreeone's solution](#)

348.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[fivefourthreeone's solution](#)

349.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[fivefourthreeone's solution](#)

350.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · Java 11 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[fivefourthreeone's solution](#)

351.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[fivefourthreeone's solution](#)

352.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[fivefourthreeone's solution](#)

353.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[fivefourthreeone's solution](#)

354.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, implementation
[fivefourthreeone's solution](#)

355.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[fivefourthreeone's solution](#)

356.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[fivefourthreeone's solution](#)

357.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data

structures, dp, shortest paths, sortings

[fivefourthreeone's solution](#)

358.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[fivefourthreeone's solution](#)

359.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2020-06-22 · Java 11 (first AC) · Tags: constructive algorithms, geometry, interactive, math

[fivefourthreeone's solution](#)

360.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[fivefourthreeone's solution](#)

361.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2020-06-18 · Java 11 (first AC) · Tags: brute force, data structures, greedy, implementation

[fivefourthreeone's solution](#)

362.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[fivefourthreeone's solution](#)

363.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[fivefourthreeone's solution](#)

364.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[fivefourthreeone's solution](#)

365.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fivefourthreeone's solution](#)

366.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[fivefourthreeone's solution](#)

367.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2020-05-22 · Java 11 (first AC) · Tags: constructive algorithms, implementation

[fivefourthreeone's solution](#)

368.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-05-21 · Java 11 (first AC) · Tags: binary search, data structures

[fivefourthreeone's solution](#)

369.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2020-05-19 · Java 11 (first AC) · Tags: combinatorics, strings

[fivefourthreeone's solution](#)

370.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2020-05-10 · Java 11 (first AC) · Tags: math, matrices

[fivefourthreeone's solution](#)

371.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2020-05-04 · Java 8 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[fivefourthreeone's solution](#)

372.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-04-26 · Java 8 (first AC) · Tags: bitmasks, dp, greedy, sortings

[fivefourthreeone's solution](#)

373.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-04-16 · last AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[fivefourthreeone's solution](#)

374.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fivefourthreeone's solution](#)

375.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[fivefourthreeone's solution](#)

376.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2021-03-30 · last AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[fivefourthreeone's solution](#)

377.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[fivefourthreeone's solution](#)

378.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[fivefourthreeone's solution](#)

379.

1499E

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Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[fivefourthreeone's solution](#)

380.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[fivefourthreeone's solution](#)

381.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[fivefourthreeone's solution](#)

382.

1463E

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Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[fivefourthreeone's solution](#)

383.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[fivefourthreeone's solution](#)

384.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[fivefourthreeone's solution](#)

385.

866D

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

Rating: 2400 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[fivefourthreeone's solution](#)

386.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[fivefourthreeone's solution](#)

387.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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388.

674C

[Levels and Regions](#) · [Tutorial](#)

Quality: 2400 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[fivefourthreeone's solution](#)

389.

1007B

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

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[fivefourthreeone's solution](#)

390.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[fivefourthreeone's solution](#)

391.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fivefourthreeone's solution](#)

392.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[fivefourthreeone's solution](#)

393.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[fivefourthreeone's solution](#)

394.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fivefourthreeone's solution](#)

395.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2020-06-28 · last AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation

[fivefourthreeone's solution](#)

396.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fivefourthreeone's solution](#)

397.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[fivefourthreeone's solution](#)

398.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[fivefourthreeone's solution](#)

399.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[fivefourthreeone's solution](#)

400.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[fivefourthreeone's solution](#)

401.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[fivefourthreeone's solution](#)

402.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[fivefourthreeone's solution](#)

403.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[fivefourthreeone's solution](#)

404.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[fivefourthreeone's solution](#)

405.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · Java 11 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[fivefourthreeone's solution](#)

406.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[fivefourthreeone's solution](#)

407.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[fivefourthreeone's solution](#)

408.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2020-06-17 · Java 11 (first AC) · Tags: implementation, interactive
[fivefourthreeone's solution](#)

409.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees
[fivefourthreeone's solution](#)

410.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[fivefourthreeone's solution](#)

411.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[fivefourthreeone's solution](#)

412.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[fivefourthreeone's solution](#)

413.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2020-05-17 · Java 11 (first AC) · Tags: flows, graph matchings, graphs
[fivefourthreeone's solution](#)

414.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2020-05-10 · Java 11 (first AC) · Tags: bitmasks, dp, math, matrices
[fivefourthreeone's solution](#)

415.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2020-05-08 · Java 11 (first AC) · Tags: brute force, dp, greedy
[fivefourthreeone's solution](#)

416.

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-25 · Java 8 (first AC) · Tags: graphs, implementation, shortest paths
[fivefourthreeone's solution](#)

417.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
[fivefourthreeone's solution](#)

418.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[fivefourthreeone's solution](#)

419.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[fivefourthreeone's solution](#)

420.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[fivefourthreeone's solution](#)

421.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[fivefourthreeone's solution](#)

422.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[fivefourthreeone's solution](#)

423.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[fivefourthreeone's solution](#)

424.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[fivefourthreeone's solution](#)

425.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[fivefourthreeone's solution](#)

426.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[fivefourthreeone's solution](#)

427.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[fivefourthreeone's solution](#)

428.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu,

graphs

[fivefourthreeone's solution](#)

429.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[fivefourthreeone's solution](#)

430.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[fivefourthreeone's solution](#)

431.

1362F

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[fivefourthreeone's solution](#)

432.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[fivefourthreeone's solution](#)

433.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[fivefourthreeone's solution](#)

434.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fivefourthreeone's solution](#)

435.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[fivefourthreeone's solution](#)

436.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[fivefourthreeone's solution](#)

437.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[fivefourthreeone's solution](#)

438.

1188A2

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

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[fivefourthreeone's solution](#)

439.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[fivefourthreeone's solution](#)

440.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers
[fivefourthreeone's solution](#)

441.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy
[fivefourthreeone's solution](#)

442.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[fivefourthreeone's solution](#)

443.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[fivefourthreeone's solution](#)

444.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[fivefourthreeone's solution](#)

445.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math
[fivefourthreeone's solution](#)

446.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[fivefourthreeone's solution](#)

447.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures
[fivefourthreeone's solution](#)

448.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings
[fivefourthreeone's solution](#)

449.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[fivefourthreeone's solution](#)

450.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2020-07-11 · last AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[fivefourthreeone's solution](#)

451.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[fivefourthreeone's solution](#)

452.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[fivefourthreeone's solution](#)

453.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[fivefourthreeone's solution](#)

454.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[fivefourthreeone's solution](#)

455.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[fivefourthreeone's solution](#)

456.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[fivefourthreeone's solution](#)

457.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[fivefourthreeone's solution](#)

458.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-05-22 · Java 11 (first AC) · Tags: bitmasks, dp, implementation

[fivefourthreeone's solution](#)

459.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[fivefourthreeone's solution](#)

460.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2020-05-18 · Java 11 (first AC) · Tags: flows, graph matchings, graphs
[fivefourthreeone's solution](#)

461.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers
[fivefourthreeone's solution](#)

462.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[fivefourthreeone's solution](#)

463.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[fivefourthreeone's solution](#)

464.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[fivefourthreeone's solution](#)

465.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[fivefourthreeone's solution](#)

466.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[fivefourthreeone's solution](#)

467.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp
[fivefourthreeone's solution](#)

468.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[fivefourthreeone's solution](#)

469.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[fivefourthreeone's solution](#)

470.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, number theory

[fivefourthreeone's solution](#)

471.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[fivefourthreeone's solution](#)

472.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[fivefourthreeone's solution](#)

473.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[fivefourthreeone's solution](#)

474.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[fivefourthreeone's solution](#)

475.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[fivefourthreeone's solution](#)

476.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[fivefourthreeone's solution](#)

477.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[fivefourthreeone's solution](#)

478.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[fivefourthreeone's solution](#)

479.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[fivefourthreeone's solution](#)

480.

741C

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

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[fivefourthreeone's solution](#)

481.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[fivefourthreeone's solution](#)

482.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[fivefourthreeone's solution](#)

483.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[fivefourthreeone's solution](#)

484.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[fivefourthreeone's solution](#)

485.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[fivefourthreeone's solution](#)

486.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[fivefourthreeone's solution](#)

487.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[fivefourthreeone's solution](#)

488.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · Java 11 (first AC) · Tags: constructive algorithms, games, interactive, math

[fivefourthreeone's solution](#)

489.

1091F

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

Quality: 892 global accepts · Rating: 2600 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[fivefourthreeone's solution](#)

490.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[fivefourthreeone's solution](#)

491.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[fivefourthreeone's solution](#)

492.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings
[fivefourthreeone's solution](#)

493.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy
[fivefourthreeone's solution](#)

494.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-18 · Java 11 (first AC) · Tags: constructive algorithms, interactive, number theory
[fivefourthreeone's solution](#)

495.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-25 · last AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers
[fivefourthreeone's solution](#)

496.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees
[fivefourthreeone's solution](#)

497.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[fivefourthreeone's solution](#)

498.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[fivefourthreeone's solution](#)

499.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[fivefourthreeone's solution](#)

500.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fivefourthreeone's solution](#)

501.

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

[fivefourthreeone's solution](#)

502.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[fivefourthreeone's solution](#)

503.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[fivefourthreeone's solution](#)

504.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[fivefourthreeone's solution](#)

505.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fivefourthreeone's solution](#)

506.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[fivefourthreeone's solution](#)

507.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, math, sortings

[fivefourthreeone's solution](#)

508.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[fivefourthreeone's solution](#)

509.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[fivefourthreeone's solution](#)

510.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[fivefourthreeone's solution](#)

511.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[fivefourthreeone's solution](#)

512.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[fivefourthreeone's solution](#)

513.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees
[fivefourthreeone's solution](#)

514.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[fivefourthreeone's solution](#)

515.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities, trees
[fivefourthreeone's solution](#)

516.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[fivefourthreeone's solution](#)

517.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[fivefourthreeone's solution](#)

518.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[fivefourthreeone's solution](#)

519.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[fivefourthreeone's solution](#)

520.

716E

[Digit Tree](#) · [Tutorial](#)

Quality: 2700 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[fivefourthreeone's solution](#)

521.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[fivefourthreeone's solution](#)

522.

1693D

[Decinc Dividing](#) · [Tutorial](#)

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

[fivefourthreeone's solution](#)

523.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, flows, graph matchings

[fivefourthreeone's solution](#)

524.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[fivefourthreeone's solution](#)

525.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[fivefourthreeone's solution](#)

526.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[fivefourthreeone's solution](#)

527.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-02-23 · last AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[fivefourthreeone's solution](#)

528.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[fivefourthreeone's solution](#)

529.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[fivefourthreeone's solution](#)

530.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[fivefourthreeone's solution](#)

531.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-11-30 · last AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[fivefourthreeone's solution](#)

532.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2020-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[fivefourthreeone's solution](#)

533.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, strings

[fivefourthreeone's solution](#)

534.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[fivefourthreeone's solution](#)

535.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[fivefourthreeone's solution](#)

536.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[fivefourthreeone's solution](#)

537.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[fivefourthreeone's solution](#)

538.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[fivefourthreeone's solution](#)

539.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[fivefourthreeone's solution](#)

540.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[fivefourthreeone's solution](#)

541.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[fivefourthreeone's solution](#)

542.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[fivefourthreeone's solution](#)

543.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[fivefourthreeone's solution](#)

544.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[fivefourthreeone's solution](#)

545.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[fivefourthreeone's solution](#)

546.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2021-01-20 · last AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[fivefourthreeone's solution](#)

547.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, flows, graphs

[fivefourthreeone's solution](#)

548.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry

[fivefourthreeone's solution](#)

549.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2020-12-26 · last AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, trees

[fivefourthreeone's solution](#)

550.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-07 · Java 11 (first AC) · Tags: combinatorics, fft, math

[fivefourthreeone's solution](#)

551.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[fivefourthreeone's solution](#)

552.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[fivefourthreeone's solution](#)

553.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[fivefourthreeone's solution](#)

554.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[fivefourthreeone's solution](#)

555.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[fivefourthreeone's solution](#)

556.

1534F2

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

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[fivefourthreeone's solution](#)

557.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[fivefourthreeone's solution](#)

558.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[fivefourthreeone's solution](#)

559.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[fivefourthreeone's solution](#)

560.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[fivefourthreeone's solution](#)

561.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[fivefourthreeone's solution](#)

562.

1044E

[Grid Sort](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3100 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[fivefourthreeone's solution](#)

563.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft

[fivefourthreeone's solution](#)

564.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[fivefourthreeone's solution](#)

565.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[fivefourthreeone's solution](#)

566.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[fivefourthreeone's solution](#)

567.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[fivefourthreeone's solution](#)

568.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry

[fivefourthreeone's solution](#)

569.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[fivefourthreeone's solution](#)

570.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[fivefourthreeone's solution](#)

571.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-22 · last AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

data structures

[fivefourthreeone's solution](#)

572.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2020-12-07 · Java 11 (first AC) · Tags: combinatorics, implementation, math

[fivefourthreeone's solution](#)

573.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[fivefourthreeone's solution](#)

574.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[fivefourthreeone's solution](#)

575.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[fivefourthreeone's solution](#)

576.

103677G2

[Family Farm II](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[fivefourthreeone's solution](#)

577.

103677H

[Alexander the Grape](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[fivefourthreeone's solution](#)

578.

103677C

[Raisin Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[fivefourthreeone's solution](#)

579.

103677N

[Freaky Fertilizer Tests](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[fivefourthreeone's solution](#)

580.

103677L

[French Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[fivefourthreeone's solution](#)

581.

103677G1

[Family Farm I](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · Java 8 (first AC) · Tags: —

[fivefourthreeone's solution](#)

582.

103677K

[Wine Grapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[fivefourthreeone's solution](#)

583.

103677F

[Sour Grapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · Java 8 (first AC) · Tags: —
[fivefourthreeone's solution](#)

584.

103677E

[Festa des Vermar](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · Java 8 (first AC) · Tags: —
[fivefourthreeone's solution](#)

585.

103677I

[Faction Feud](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[fivefourthreeone's solution](#)

586.

103677A

[Raiser Mais](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[fivefourthreeone's solution](#)

587.

103677D

[Grape Field](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-30 · Java 8 (first AC) · Tags: —
[fivefourthreeone's solution](#)

588.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[fivefourthreeone's solution](#)

589.

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[fivefourthreeone's solution](#)

590.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees
[fivefourthreeone's solution](#)

591.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[fivefourthreeone's solution](#)

592.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[fivefourthreeone's solution](#)

593.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[fivefourthreeone's solution](#)

594.

102621K

[Seal Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · last AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[fivefourthreeone's solution](#)

595.

102621I

[Playlist Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · Java 11 (first AC) · Tags: —

[fivefourthreeone's solution](#)

596.

102621F

[Gorilla Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · Java 11 (first AC) · Tags: —

[fivefourthreeone's solution](#)

597.

102617G

[Number Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-04 · Java 11 (first AC) · Tags: —

[fivefourthreeone's solution](#)

598.

102617N

[Pie Predicament](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-04 · Java 11 (first AC) · Tags: —

[fivefourthreeone's solution](#)

599.

102617H

[Cinnamon Spiral](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-04 · Java 11 (first AC) · Tags: —

[fivefourthreeone's solution](#)

600.

102617L

[Sugar Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-04 · Java 11 (first AC) · Tags: —

[fivefourthreeone's solution](#)

601.

102617C

[Patisserie](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-04 · Java 11 (first AC) · Tags: —

[fivefourthreeone's solution](#)

602.

102617F

[Baking Pan](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-04 · Java 11 (first AC) · Tags: —

[fivefourthreeone's solution](#)